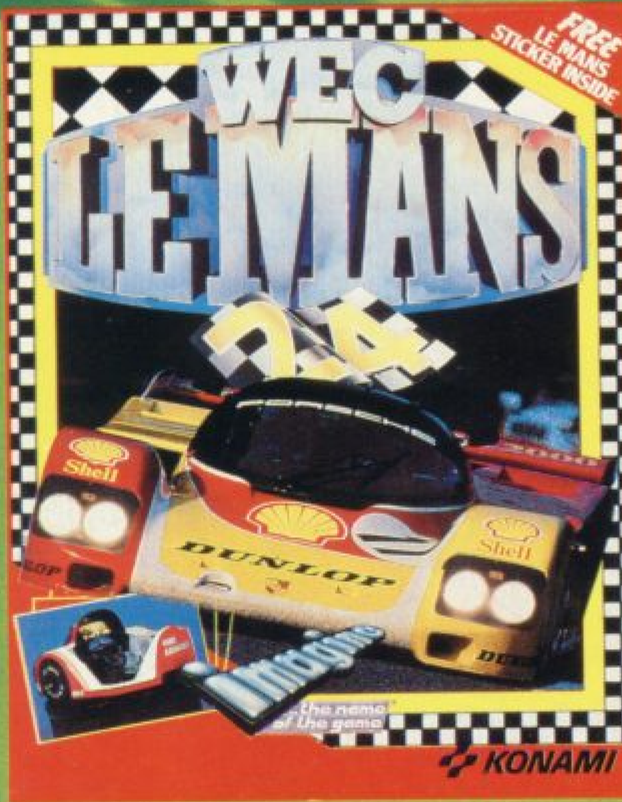
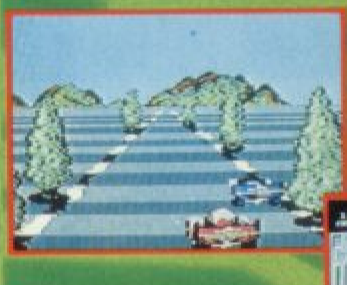


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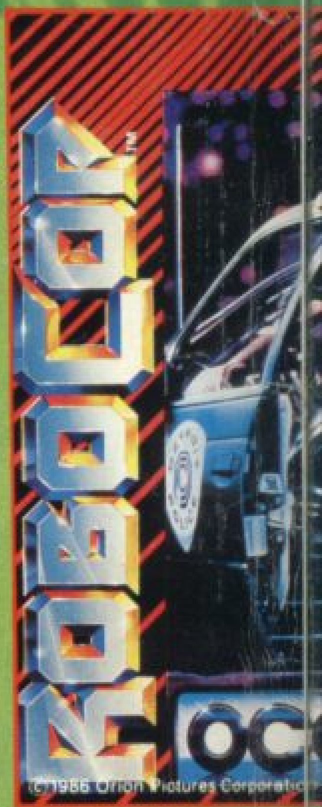


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Wec Le Mans is not a game – it is the ultimate driving experience.





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superb game.
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C+VG GAME O
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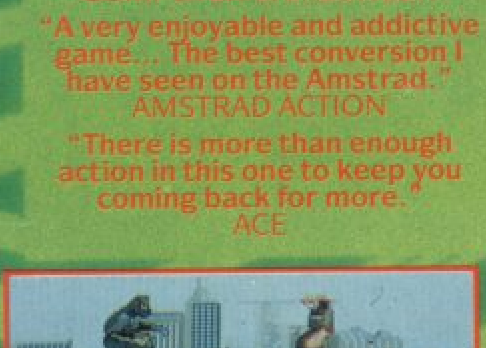


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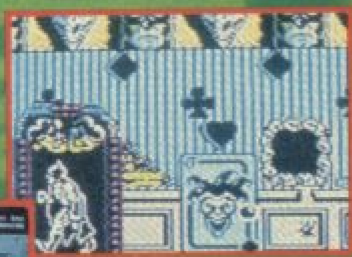
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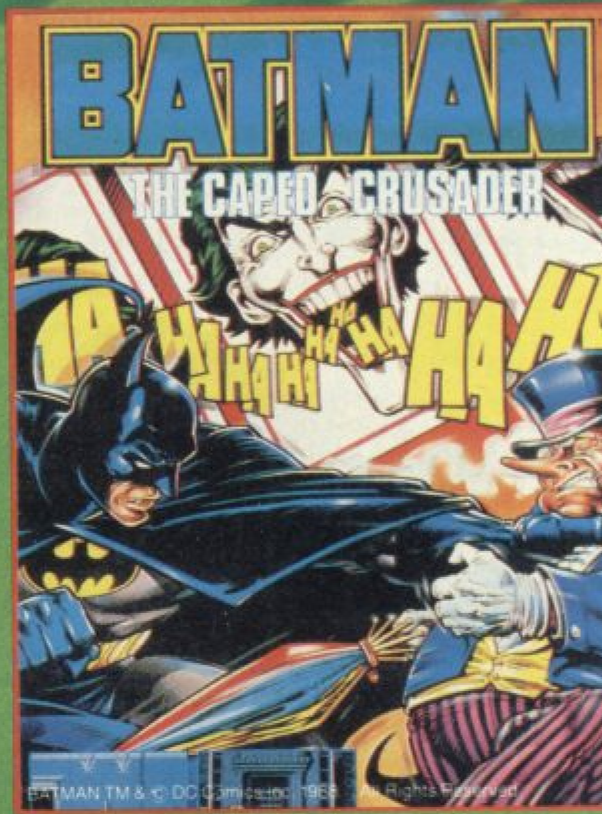


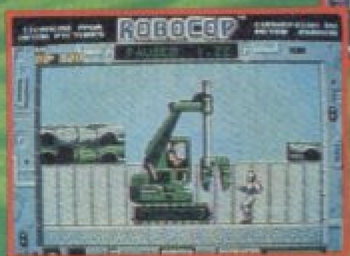
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"Incredible presentation... Just the right way to capture the comic book feel."
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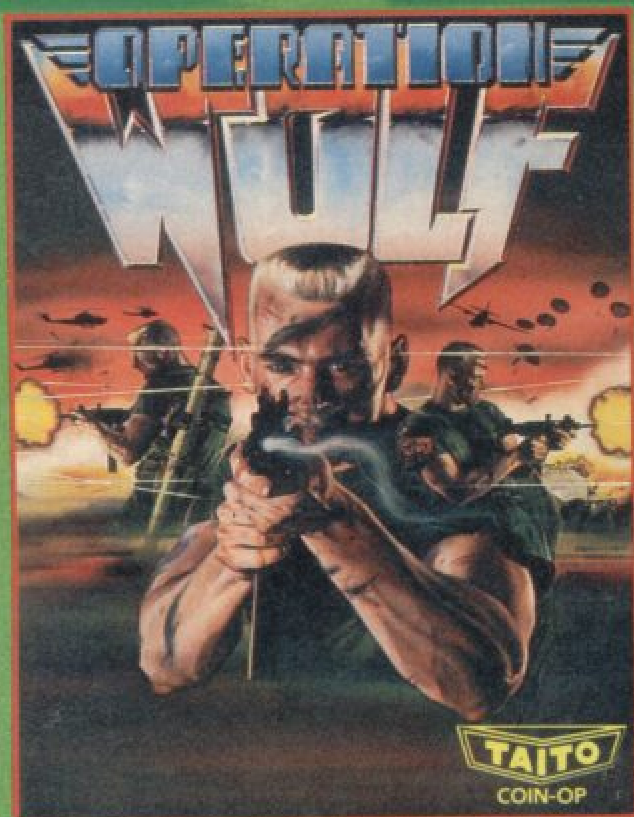
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CONT

Meet the "Team

JIM "Pedal Car" Douglas



To see Jim hurtling along the by-pass towards EMAP each morning, you'd never believe that he was pedal-powered. But it's true, brightly-coloured, high-impact polyurethane Jim has no motorised parts whatsoever.
Safe for children above the age of 6, Jim comes in a variety of colours with optional go-faster stripes, rear-view mirrors and a big knob on the gear stick.

ALISON "Sindy" Skeat



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CHRIS "Fluffy Pig" Jenkins



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Special thanks this month: John "If not tomorrow, the day after" Cook, Tony "I've had her" Dillon, Gary "Ner-ner-ner-ner-ner, Baat-Maan" Whitta, ADVENTURE **The Sorceress** DIRTY TRICKS **Jon Riglar** TECHNICAL **Andrew Hewson, Rupert Goodwins** ADVERTISEMENT MANAGER **Katherine "It's a bit orange" Lee** ADVERTISING EXECUTIVE **Martha "Is he not?" Moloughney** AD PRODUCTION **Emma "Jaffa Cakes" Ward** PROMOTIONS **Debbie "I must be going" Pearson** PUBLISHER **Terry "Body Language" Pratt** MARKETING **Clive "Hopkins" Pembridge**
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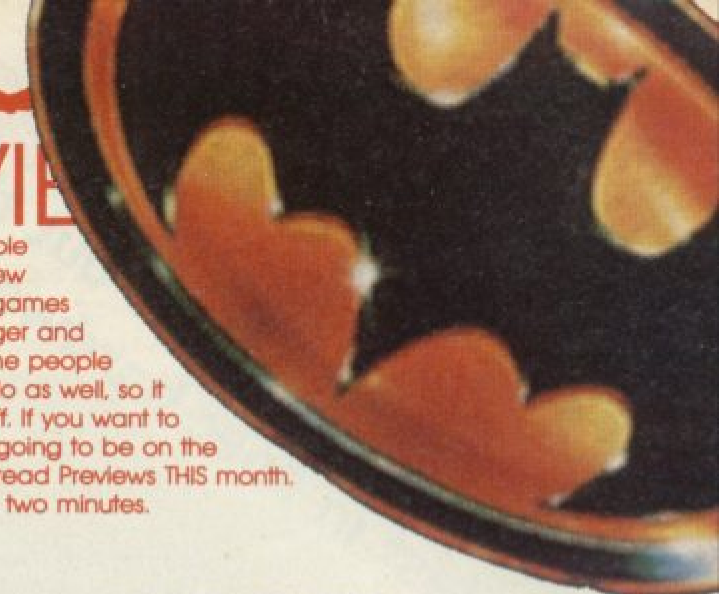
PRECINCT 19 70

Fantasy Interactive Scenarios by Telephone – F.I.S.T. That's what our lad with the broadsword and the Betacom phone delves into this ish.





TENTS



PREVIE

Black Tiger, Muties Stole My Truck, Batman, New Zealand Story – the games in Previews get stranger and stranger. Mind you, the people doing the previews do as well, so it doesn't make any diff. If you want to keep up with what's going to be on the shelves NEXT month, read Previews THIS month. Preferably in the next two minutes.

MEGATAPE 18 12

I don't know, how do we get all this wonderfulness onto the Megatapes without them melting. Apart from a playable demo of part of the very marvellous Indiana Jones and His Old Dad game, there's another adventurey game from the man behind Portals of P'Thall, Martin Page. Actually he wasn't behind it, he was standing slightly to one side. Anyhow, The Seven Parchments is one of his, and it's full of role-playing pixieness.

NOT TO MENTION (But we will anyway) the third installment of our unique Electrobingo game. Another chance to win fab software and hardware prizes, and you don't need to answer questions about the life and times of Mary Queen of Scots AT ALL!



POSTER 59



Mirrorsoft's Bloodwyche is the eagerly-awaited role-playing adventure featuring huge slimey demons like this Chris Achilleos creation. We thought you'd like to pin it on the wall and give your puppies nightmares.

OUTLANDS 84

All the usual nonsense; squashy toys, mad machines, gloopy games, the sort of things you want to play with when you're fed up with your Spectrum. Have you noticed how all the other magazines have started pinching ideas from Outlands? We have!

PRIZES! PRIZES! WIN A RACE! 40

In our rather fast-moving Crazy Cars 2 contest you can win, wait for it, not a crummy plastic model car, but a real car! Except that you don't get to keep it. But you DO get to drive it around Brands Hatch, the most famous track in Brands Hatch! You'll get a video briefing session, a zoom around the course under the skilled eyes of an instructor, then the chance to go it alone! What makes these Entertainment International guys so generous?

WIN A LIGHTGUN! 64

They're brand new, they're rather good and we've got three of them to give away. What could they be? Electrically-operated bagpipes? Self-inflating foodmixers? No, silly, Light Phaser guns for the Spectrum. We've got three gun-'n'-game packs to give away through the unparalleled generosity of Virgin-Mastertronic, so hurry up and enter or else they'll blub.

DIRTY TRICKS DEPT 16

Every day, in every way, Dirty Tricks Dept is getting better and better. This month we've got ginormous maps of Storm Lord and Renegade III (Yes, and who took all the photos, that's what I want to know, shut up Jenkins you're getting paid for it). Yes and there are more of those spiffy Bronze Stars (IE complete show-offs) boasting about their high scores.

BADGES GALORE! 72

We've got so many SU Crew badges to get rid of, we've devised possibly the stupidest, easiest competition of all time to give us an excuse to shift them. Can you read? Then you won't have much difficulty with this one. And as you compete you'll find out the truth behind the lies (or the lies behind the truth) about working at SU, if this can be called working.

LIGHT GUN SPECIAL 6

It's here – Sinclair's flipping wonderful lightgun for the Spectrum. Apart from this lethal bit of kit, the package comes with six games, some old, some new, so you can spend hours in darkened rooms ruining your eyesight (but not really). Is it worth the dosh? Only Tony Dillon, the meanest man south of Carlisle, is qualified to comment – so we asked him, and he told us.

BLUEPRINT 58

Indiana Jones and The Last Crusade, a demo of which appears on this month's Megatape, looks SOOO wonderful and SOOO playabr' that we knew you'd want to know more about how it was put together. So here it is. The whole poop. Well, some poop, but most of it is really good stuff.

THE REGULAR EVENTS

EXCLUSIVE EXCLUSIVE EXCLUSIVE EXCLUSIVE EXCLUSIVE

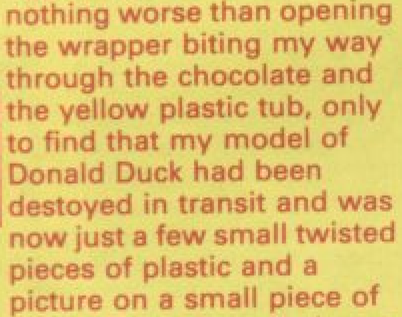
SINCLAIR MAGNUM

LIG *Bla*

Tony Dillon checks out the latest in spec hardware.

When I was littler than I am now, I remember there was nothing better than getting a new toy. No matter what the occasion, it was always a heartwarming experience. Christmasses were always merry, birthdays were always happy. The only time I was ever disappointed or frustrated about getting a toy was whenever I bought one of those Kinder Surprise Egg things. There was nothing worse than opening the wrapper biting my way through the chocolate and the yellow plastic tub, only to find that my model of Donald Duck had been destoyed in transit and was now just a few small twisted pieces of plastic and a picture on a small piece of paper. Funny how it always seemed to happen to me.

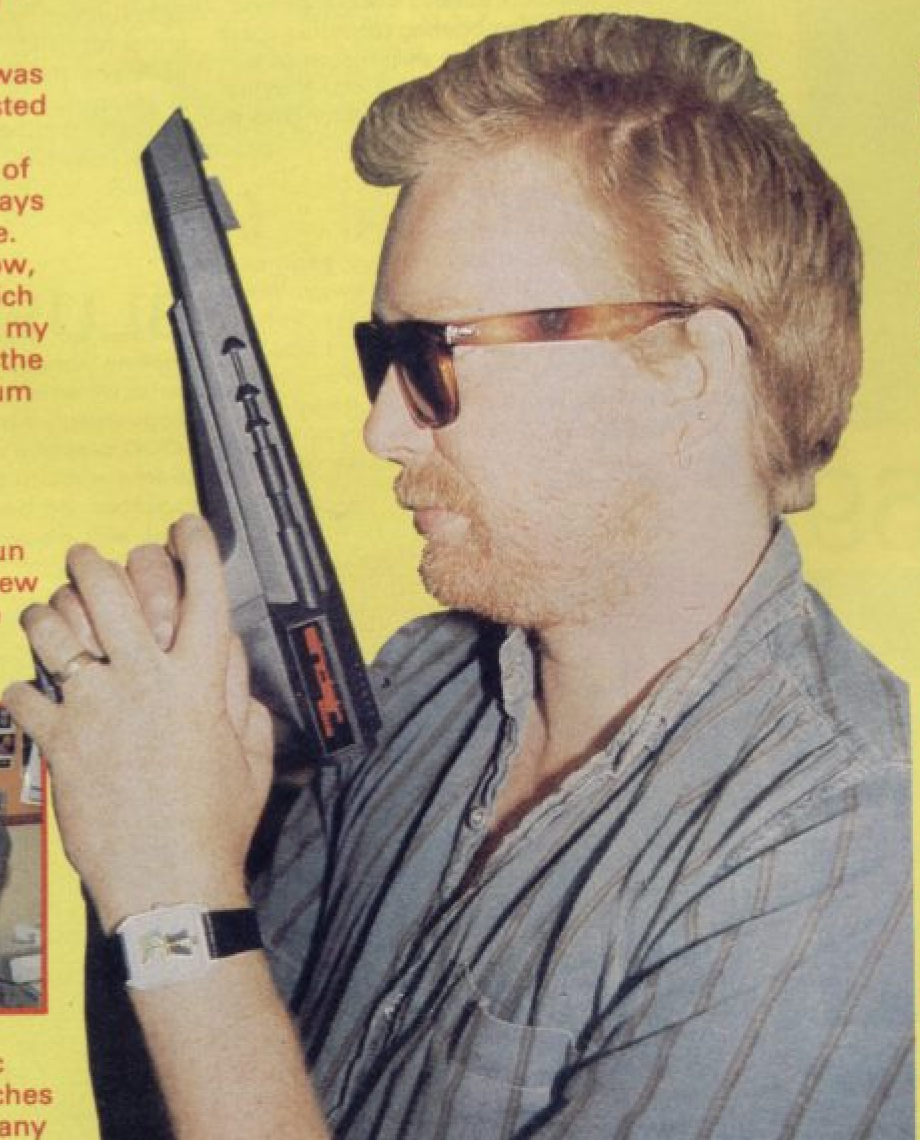
But I'm much older now, much more amture. Which is why I still had to trade my sixer conker and half of the red Star Wars bubble gum cards to get the latest Sinclair plaything, the Magnum lightgun. Marketed and built by Mastertronic, the lightgun aims to bring a whole new dimension to interactive action games such as **Operation Wolf**.

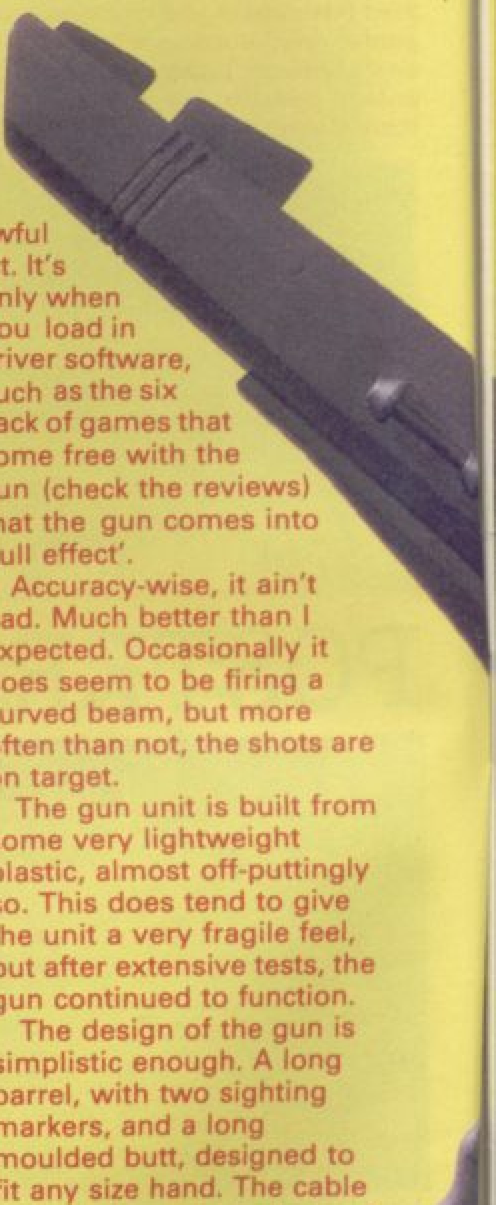


So what exactly is a lightgun? Well, it's basic premise is that it dispatches the need for joystick or any kind of actual physical interaction with a computer keyboard. Practically you use it by pointing the muzzle at the screen (at a reasonable distance) and pulling the trigger. The computer can then 'tell' what you are pointing at and give the appropriate reaction. A duck falling over in a duckshoot, for example, or an option on a menu screen being highlighted.

The gun unit connects directly to a 128K spectrum via the Aux port, and sources inform us that soon an interface will be available for all you 48K users. No extra hardware is required.

The gun itself is software controlled. In layman's terms, this means that on it's own the gun won't do an awful lot. It's only when you load in driver software, such as the six pack of games that come free with the gun (check the reviews) that the gun comes into 'full effect'.



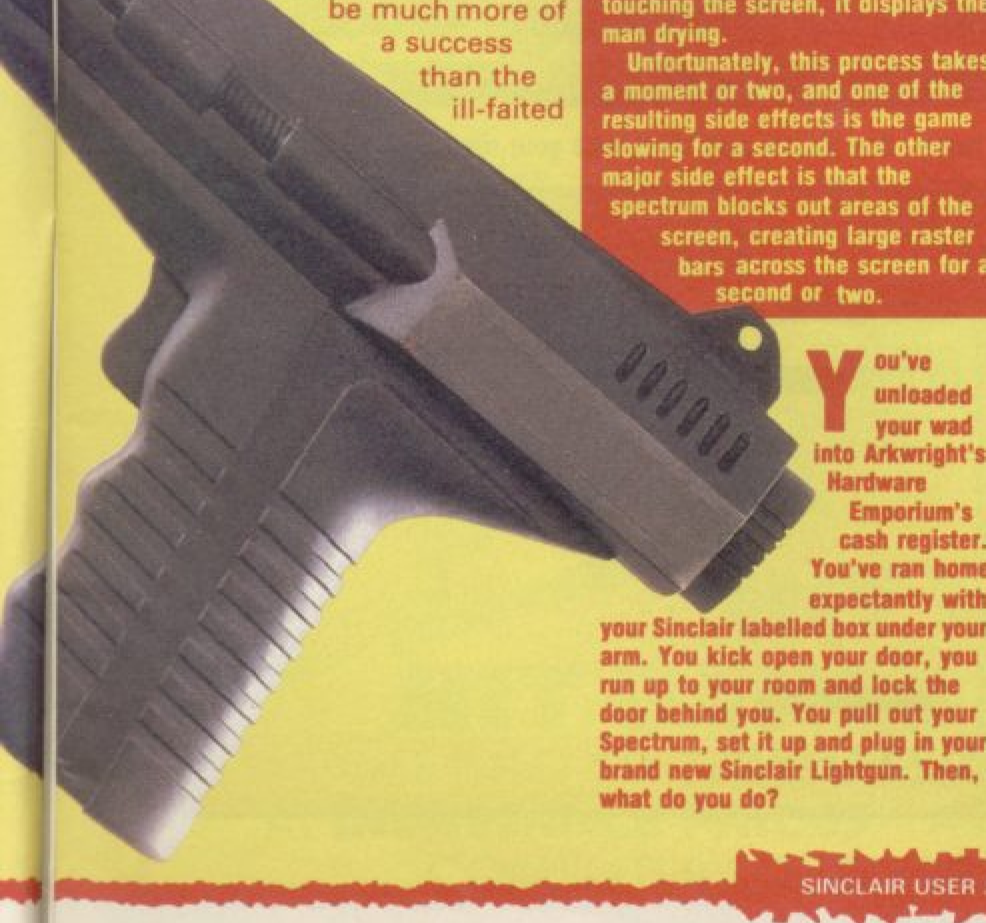


Accuracy-wise, it ain't bad. Much better than I expected. Occasionally it does seem to be firing a curved beam, but more often than not, the shots are on target.

The gun unit is built from some very lightweight plastic, almost off-puttingly so. This does tend to give the unit a very fragile feel, but after extensive tests, the gun continued to function.

The design of the gun is simplistic enough. A long barrel, with two sighting markers, and a long moulded butt, designed to fit any size hand. The cable extends from the bottom of the butt, as not to get in the way, and the light beam is fired from a source recessed in the muzzle of the gun,

GHT



shielded from outside light interference. One gripe with the design was the angle the handle is set at. It's much closer to 90 degrees than most actual guns, which means that aiming the gun seems too unnatural to start with. You have to remember to lift the muzzle, as holding the gun naturally results in the muzzle pointing earthward.

In tests, the gun performed with a large margin of success, but there were still times when it did things you wouldn't expect. Even so, it still looks poised to be much more of a success than the ill-faited Stack Light Rifle. It's by no means a defensive addition to your home entertainment system, but if guns are your thing, you could do a lot worse than shell some dosh on this.

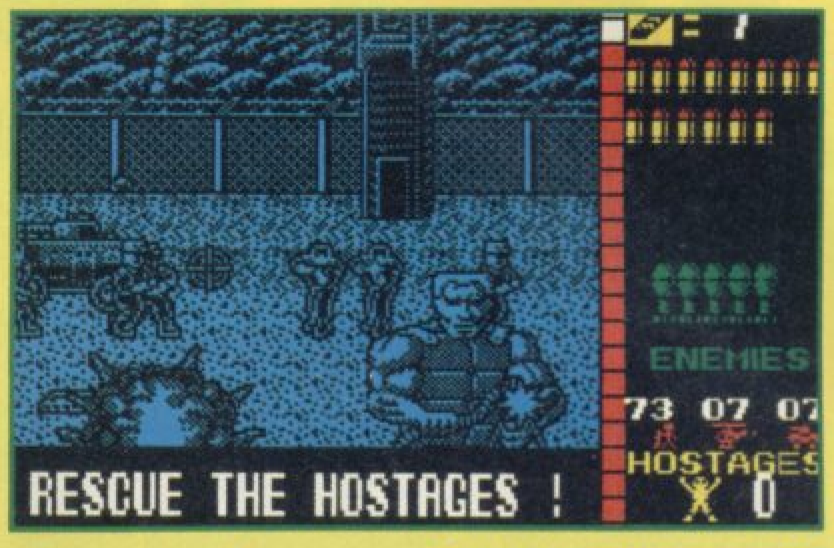
I remember having this explained to me when I was a nipper. Two things happen when you pull the trigger. Firstly, the light source in the muzzle of the gun fires a beam of infra red light at the screen. Secondly, the computer is told to stop everything and 'read' the screen to find the point that the spot of infra red light is hitting the screen.

To understand how the computer does that, you have to know how the TV picture is built up. A little spot races across the screen 625 times, leaving a trail of colour behind it. Then it goes back to the top of the screen and does it again. This it does 50 times a second. What Mr Spectrum does when the trigger is pulled is ask Mr Dot where he meets Mr Infra Red. Mr Dot tells Mr Spectrum and Mr Spectrum reacts as it should. If, for example, it finds that there is a man stood in the position that the infra red dot is touching the screen, it displays the man drying.

Unfortunately, this process takes a moment or two, and one of the resulting side effects is the game slowing for a second. The other major side effect is that the spectrum blocks out areas of the screen, creating large raster bars across the screen for a second or two.

You've unloaded your wad into Arkwright's Hardware Emporium's cash register. You've ran home expectantly with your Sinclair labelled box under your arm. You kick open your door, you run up to your room and lock the door behind you. You pull out your Spectrum, set it up and plug in your brand new Sinclair Lightgun. Then, what do you do?

Easy, you load up one of the six free games bundled in with your plastic death machine. Here, we present a detailed look at the direction your first few tentative shots are going to be aimed. Some of the names might seem vaguely familiar, others are a totally new spectrum experience. Make up your own mind as to which is which.



Operation Wolf

Easily the star of the pack, and possible the sole reason a lot of people are going to buy the Lightgun. If you are a Zeeb from the planet PetShopBoys in the galaxy of Crappomuzik, then you're probably the only person who hasn't heard of this mega-sadistical Vietnam completelt-annihilate-em-up.

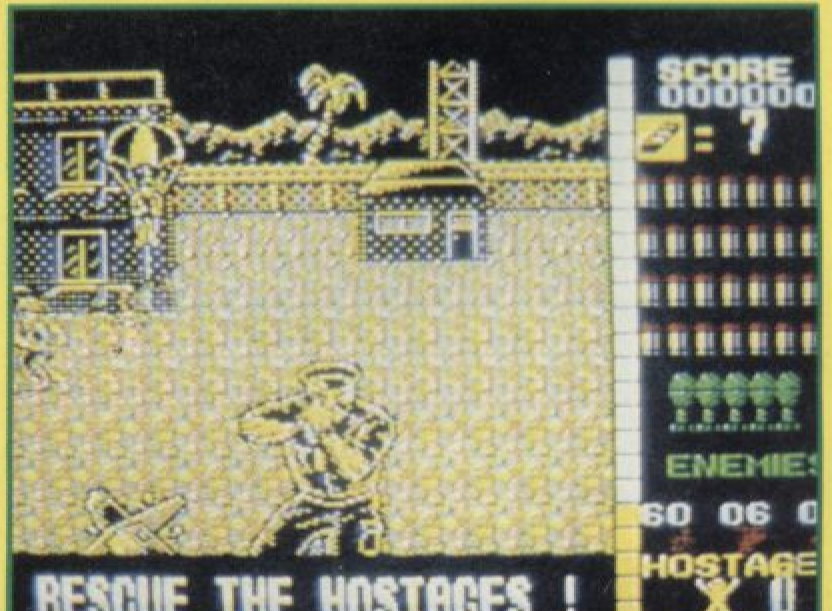
You are a Vietnam-posted soldier with a mission. More importantly however, you are a Vietnam-posted soldier with a gun and a stash of grenades. By cleverly utilising the two, your aim is to single-handedly win the war.

You only need to glance back a couple of issues to find that we thought the original, joystick controlled conversion of this completely classic coin-op was a monster hit. But still we moaned. Wouldn't it be nice, we said, if somebody could take the original control method of using a replica gun and playing like that. And now somebody has.

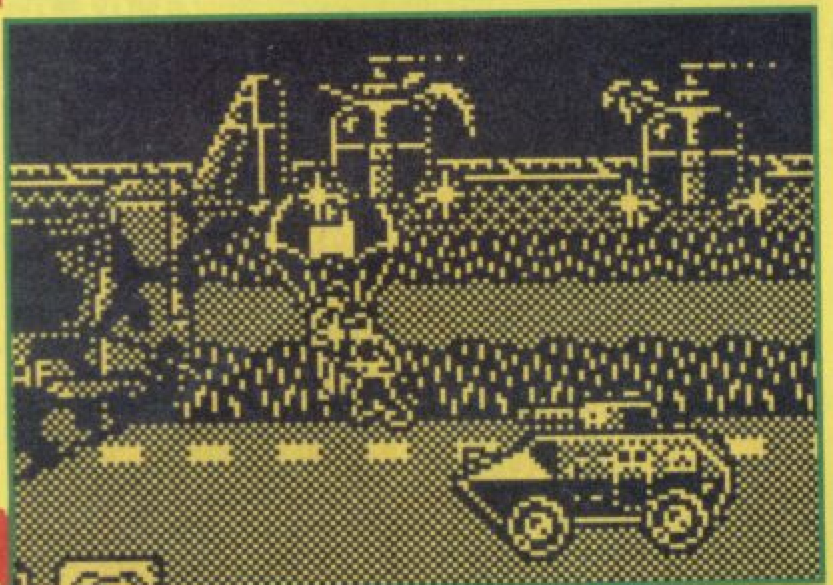
And it's every bit as good as the original Spectrum version. The game is the same, only now gone are the crosshairs and the keyboard entanglements. Now if you want to down a soldier, just level the gun with his head, and fire away.



It all sounds find in theory, but practice is another matter. Aesthetically, the game is spoiled by the ever present raster bars and the slowing down caused by constant firing of the gun. Small discrepancies in the accuracy of the



LIGHT Blast



gun also make the game very difficult. The other thing that makes the game difficult is the way that the grenades are still launched by the space bar. This wasn't much of a problem on the cross-hair orientated version due to the way you could stop the crosshair. Launching and aiming the grenades is a Case of reaching for the spacebar and keeping the muzzle of the gun pointed at whatever you want to shoot at.

Final verdict: **Mixed opinions. Captures the general feel of the coin op at the loss of some small gameplay discrepancies.**



Bullseye

It's up to the oche with Bully, your money's safe and give em a nice round of applause. I don't actually recall this appearing before, but perhaps that because it didn't really make the impact it should have. After all, everybody likes a bit of Bully.

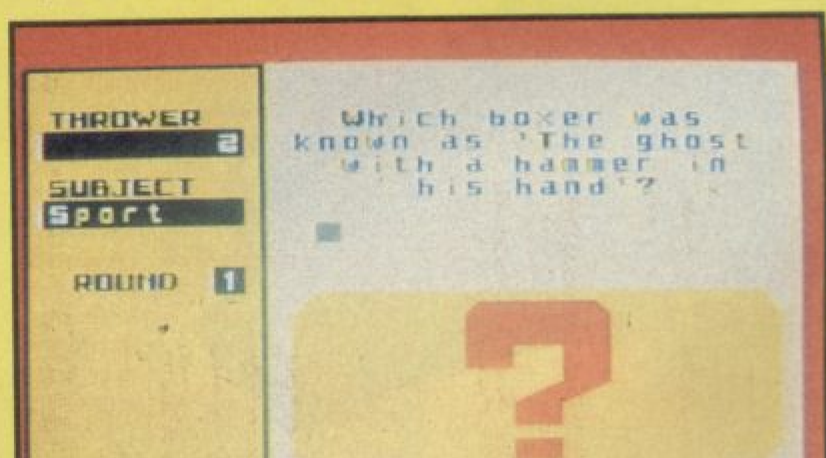
Play Solo, or against a friend as you first throw darts at a question selection board. Choose a topical field, and then use the gun to aim and throw the dart. Land the dart correctly and you receive a bonus, dependant on how far the dart landed from the bull. Answer the question correctly, and you receive even more points. Then go on a simple head to head darts match, finally finishing off with Bully's prize board. Remember, out of the black and into the red, you'll get nothing in this game, for two in a bed.

Final verdict: **An accurate conversion that successfully manages to capture all the excitement and adventure of the TV programme. Make your own mind up.**





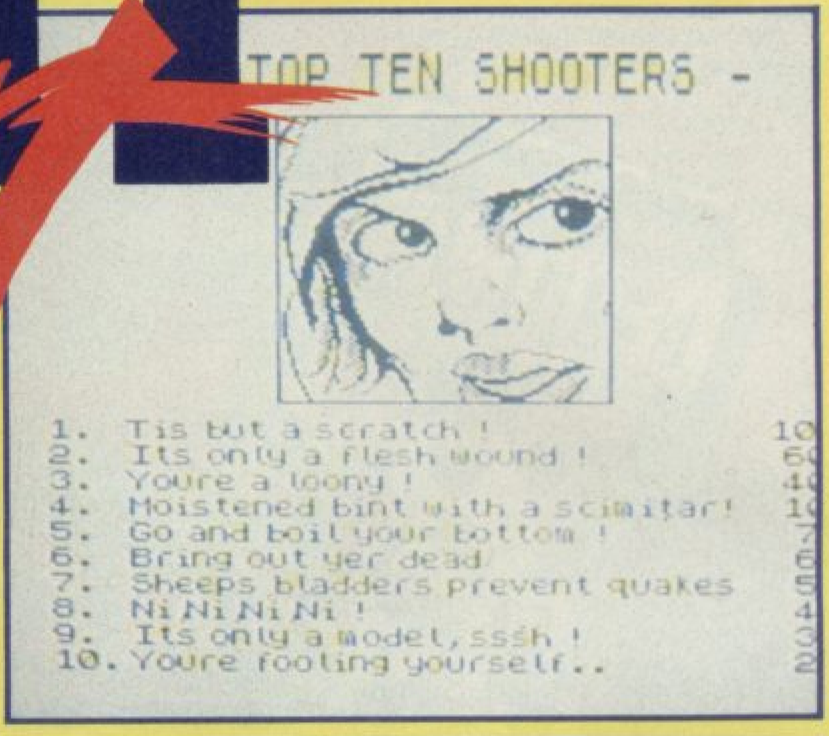
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LIGHT Blast

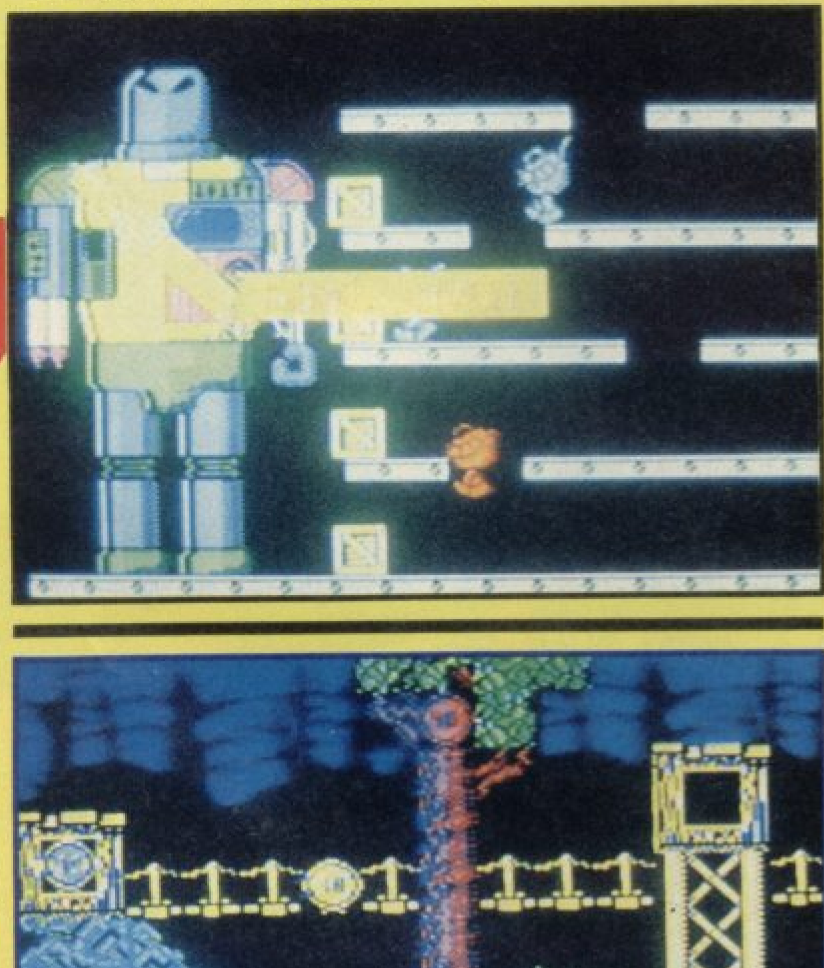
Final verdict: **Starts simple enough, but soon turns into a frantic blasting session. Excellent as a filler, not so good as a stand alone game.**



Robot Attack

Why does this game remind me solidly of the games you used to be able to buy for your Atari VCS 2600. Robots move along the levels, picking up packing crates as they go. Pick them off with repeated body shots before they get to the bottom, as piece by piece they construct a giant robot to take over the world.

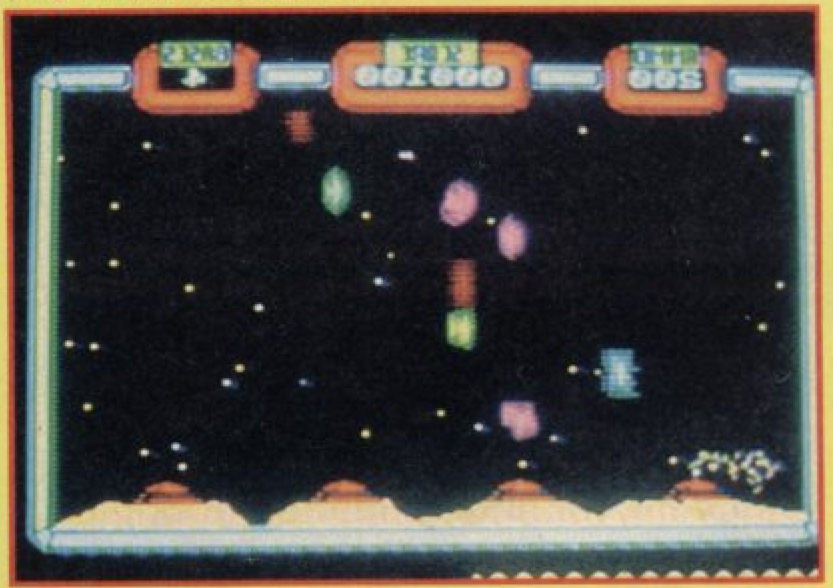
Final verdict: **Sounds, plays and looks dated. Still fun with the gun though.**



Alien Space Blasters

Luke Skywalker flying through the asteroid debris of Alderaan or what? You control the gun turret of the U.S.S. Queensryche on it's journey to the mystic planet of Tate. Rocks fly from all directions, along with little space aliens and space craft. Your mission, shoot everything in sight.

Final verdict: **Interesting to start with, but the lack of variation soon dullens what could have been an exciting solar escapade.**







Target Range

It had to be here somewhere, a target range. Bonusses flash up onto the screen with a value shown on their face. The more time they spend on the screen, the lower the value gets. Simple idea, simple game.



Sort out the MEN from the BOYS!
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Welcome to Megatape 18! Exclusive is the name of the game this month with two entirely fantastic software morsels that you won't have seen anywhere else before. And, of course, we've got the third instalment of the incredible Electrobingo.

MEGA TAPE 18

INDIANA JONES



You've seen all the movies, you've worn the T-shirt, you've read the book, you've eaten the popcorn, you've voted in the elections, now exclusive to SU, play the demo!

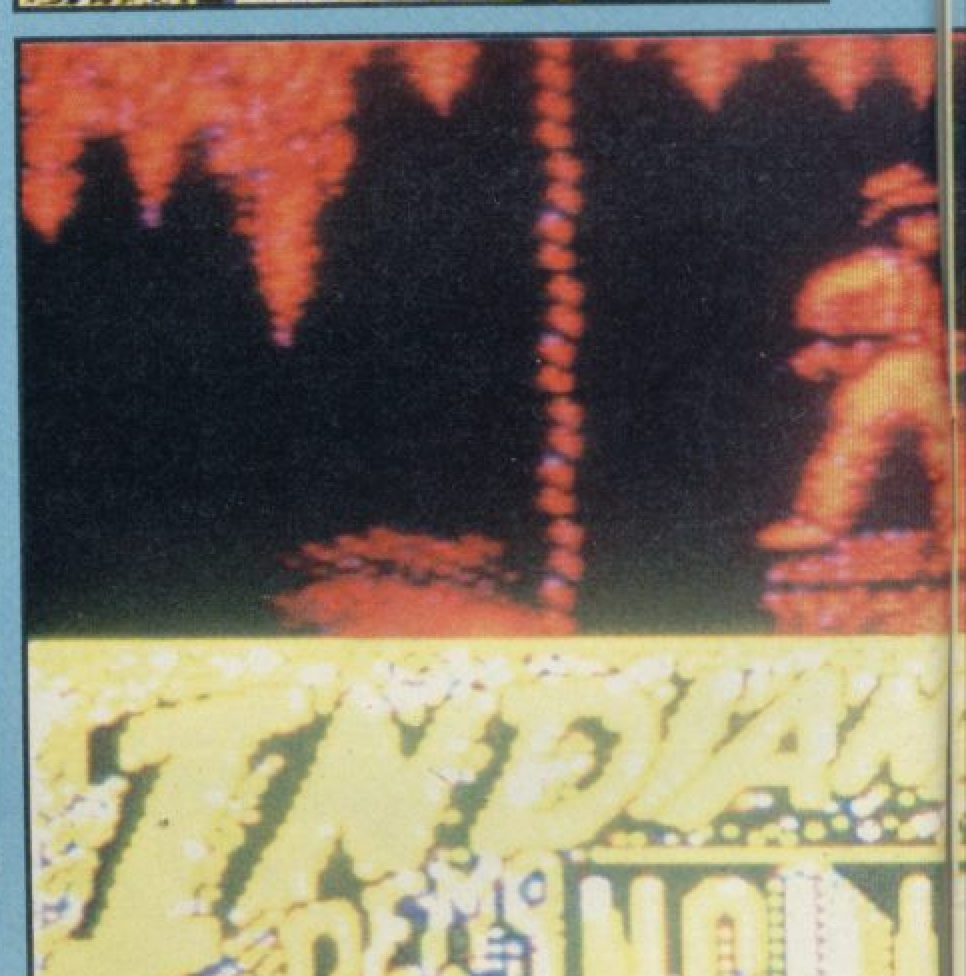
You are the intrepid adventurer Indiana Jones (get away) on his final crusade. Yes folks, this one is honestly and positively the last one ever. Never again will Indy step out on another crusade. Never will we see Indiana Jones and The Crusade after The Last One. But you needn't concern yourself with that.

In our demo, all you have to concern yourself with is getting through the level. Indy starts on the left, he has to get to the right.

Load it up by entering into 48K mode (if required unless you have a 16K Spectrum in which case you're a bit behind the times aren't you?) and type LOAD "". See the amazing loading screen. Watch the incredible loading counter. Then, when the game is loaded, enter your favourite control method, star-sign and shade of blue and go Indy go!

What a fine specimen of a man Indy is, you muse as he starts walking. But where is his famed bullwhip, you spot as he swings a punch in the direction of an advancing enemy. Oh there it is, hanging on a wall. Quick, pick it up. Now this is the Indy we all know and love. Bullwhip cracking, joke cracking and wise-cracking.







MEGA

OBJECT OF THE GAME

The object of the game is to find the fabled seven parchments of Kandos and return to your cottage. You will find your quest an extremely hazardous and dangerous mission.

Those familiar with adventure gaming will already know the 'ropes' regarding the way proceedings are conducted. However a rough outline to the uninitiated follows.

The player can manipulate the computer and 'story' by entering (after (What now?) is displayed on the screen), a verb and a noun, or occasionally a verb on its own, e.g. HELP.

If the computer 'understands' your instructions, the result will be displayed on the screen. There is normally about a ten second delay while the machine searches its memory for the appropriate data. It understands about 125 words and it's surprising how much can be input succussfully. Any misunderstood commands of any sort will be displayed on the screen.

NOTE. No more than 32 characters can be entered at one time. More detailed use of special verbs follow.

GO

This can be followed by NORTH, SOUTH, EAST, WEST, UP or DOWN. As this verb is used extensively, you can simply input NORTH, SOUTH, etc, or even N, S, etc on its own. All directions that are currently available will be displayed accordingly. These may change, so keep a careful eye on the screen.

ELECTRO BINGO

ELECTROBINGO III

Welcome to the third episode of Electrobingo**! It doesn't matter if you haven't got last month's issue, you can still enter the compo and win one of the fab prizes shown below:**

What to do:

Load the Electrogame – it's the first program on Side A of the cassette. Now, those of you who had last month's issue will know what to do. This month, things become a little bit more difficult. You need to giude your Charge Ball around the maze of power-plants, charging them with energy. You charge a plant by circling it. You only have a limited amount of Charge, so you musn't dither about. Chasing you are two evil lightning bolts which will wipe you out on contact.

This month we've made your life even more difficult! The powerplants are now completely invisible until you circle them! You'll have to guess where they are and where you can and can't go. While this doesn't sound too tricky, we think it will give you enough to be thinking about.

Move around the grid using keys QAOP, circling the powerplants. Once they're circled, they'll light up. Once you've lit all of them, you can use the ELECTROCOMPUTER.

Type in your number digit by digit on the Electrocomputer, using the cursor to highlight which character you want to imput next. Once you've typed in the number correctly, the comp will work out if your number is one of this month's winners. It will then explain what to do. Remember to try the numbers from previous issues: they may well be winners this time round!

IMPORTANT: DO NOT TELEPHONE UNLESS YOUR COMPUTER TELLS YOU THAT YOU HAVE WON. DO NOT BOTHER HACKING THE PROGRAM. YOU WILL NEED TO PRODUCE YOUR FRONT COVER AS PROOF OF YOUR NUMBER.



MEGA

OBJECT OF THE GAME

The object of the game is to find the fabled seven parchments of Kandos and return to your cottage. You will find your quest an extremely hazardous and dangerous mission.

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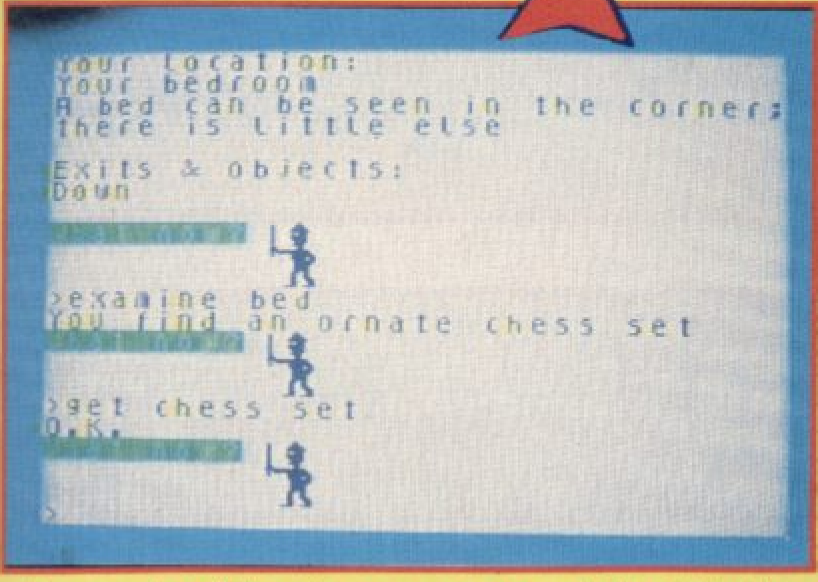
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MEGATAPE



The computer will then show you a new scene, further instructions after 'What now?' is displayed. Note: Sometimes directions will not automatically be reversed to return to a given point; e.g. to get from B to A – GO NORTH; from B to A – GO SOUTH. You could find in the latter example that GO WEST would be the correct route.

This would be the result of the former route from A to B taking your round in a ninety degree angle.

It is advisable to make a map of your explorations.

If AND ONLY IF you are told that you have won the FIRST PRIZE, telephone 01-251 6222 and ask for extension 2409. We'll tell you what to do next.

If you win a runners-up prize (again, your computer will tell you), send your front cover to "Electrowinners Month 3", US Gold, Units 2/4 Holford Industrial Estate, Birmingham B6 7AX.

If you don't win this month – don't throw away your issue, it could still win you a prize next month.

Nasty Legal Notice:

"Electrobingo", "Electrogame", all program code, typographical copy, logos, artwork and associated publicity material is strictly Copyright Sinclair User 1989. They may not be reproduced – because it's just not the done thing, is it? I mean, you wouldn't steal things from other places, would you? No. Well then. And besides, if anyone does breach the restrictions explained above, we'll send the boys round to deliver a good kicking.

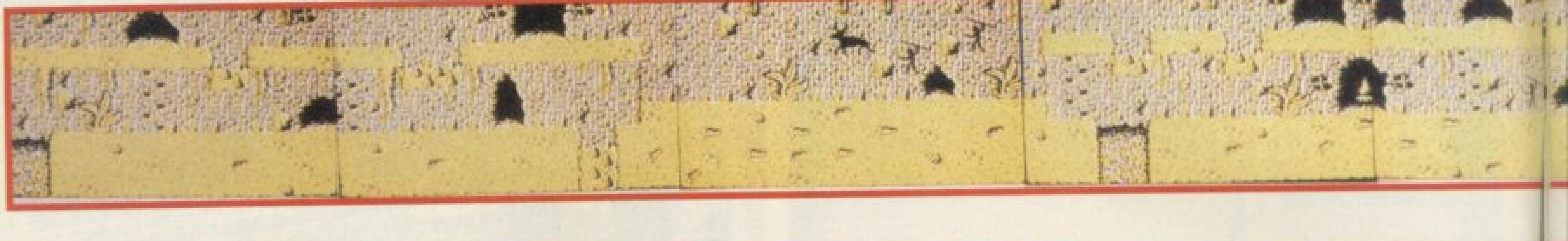


Rules

No employees or relatives of employees of US Gold or EMAP are eligible for entry of this contest. Entrants of the competition must provide an undamaged front cover with the number clearly visible and unmarked as proof. Any entrant who supplies a cover deemed to be defaced in any way will automatically nullify their entry. The decision of the Editor is absolute and final and no correspondence will be entered into.

DIRTY TRI

RENEGADE TI



Each month, the Dirty Tricks Department brings you the very latest, hottest and most accurate techno-tips for all the worthwhile Spectrum games hitting your small screens right now. No more faffing around worrying about the nasties in Ocean's **Renegade 3** as we bring you the map. Get ahead in Hewson's **Stormlord**, as we run down the best in playing guides you'll find anywhere. Take a gander at this month's combat heroes in the **Bronze Stars** section. And we've got top secret info on the enemies in **Forgotten Worlds**.

Stormlord is the latest 8 bit release from Hewson and is written by the same author as Cybernoid, Exolon and the other one which nobody remembers because it looked exactly the same as the first.

LEVEL ONE

This level is so hard that it'll probably make you wonder whether there are actually any other levels in the game at all, if you see what I mean. What you need to do is grab the nymph's which are positioned in crooks and crannies throughout the level.

So here we go. Head left at the start of the game. If you lose a life, start again – you'll need all your lives later on. After a few seconds you'll notice the first fairy hanging down from the ceiling. Sat on the same platform as the fairy is a springboard which, when stepped on, will whizz you off to another part of the level, so carry on moving left. Then you'll encounter your first nasty. The best way to describe this is volcano-like. Check out the map.

To get past the critter, jump staight up into the air and when your man starts to fall downwards again, press the left key once. The guy should now land with one foot hanging onto the side of the monster. Now wait until the ball flied up into the air, and when there is enough clearance for your guy, leg it quickly across to the other side of the screen.

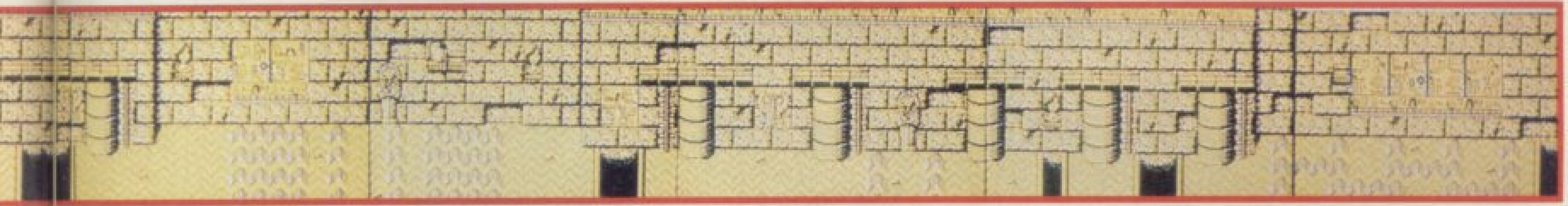
Grab the key on the far left of the level, then turn around and walk back, avoiding the monster as described above. Pass by the start position and carry on till you reach a set of platforms with lots of little wriggly things appearing everywhere. These are killers. Don't walk into them. Don't jump on them. Jump up onto the top left hand ledge. Duck down and blast away at the level opposite until you've killed all the critters that are hiding there. When that level is clear, and the way below is clear, drop down and leg it off to the right. About now things will start to get busy again, so turn and blast as many nasties as you can and then, when you've got a spare moment (unlikely, I know) jump up and over to the right onto the nearby ledge. Watch out for your head as you walk to the right and jump over towards the locked door. If you've timed everything okay, you should be able to jump over any critters crawling around on the floor below and land directly in front of the door.

Now you should be able to unlock the door immediately because you've collected the key, right? If you've forgotten

CKS DEPT.

THROUGH TIME









you'll have to go back. Now we're really cooking. Right in your path is a spring board. Don't stay on it too long otherwise you'll end up transported somewhere you don't particularly want to go – instead grab the umbrella on the other side of the screen. (Watch out for the crumbling platform and the venus fly trap right below it). Once you've got the umbrella jump onto the spring board and collect the fairy which is sat at the other end of your journey. There isn't anywhere to go at the other end, so best you jump back on the springboard and come back.

You've now collected yourself a fairy and an umbrella. Walk over to the volcano-like monster and try not to collect the pot of honey. If you accidentally pick it up, all you've got to do is jump back on the umbrella. Couldn't be simpler. Pass by the nasty and jump over the skeleton statue and then drop down onto the spring-board. This will transport you away to the new section. Here you'll find yet another sprinf-board, but this one only transports you back, so avoid it at the moment. Right next to it, are two volcano-type monsters and dropping down from the ceiling are a load (and we're talking mega loads here) of rain drops. These won't effect you now because you still have the umbrella, so simply avoid the two volcanoes (if that's how you spell it) and jump onto the skeleton statue. Right now is when things get a bit hairy.

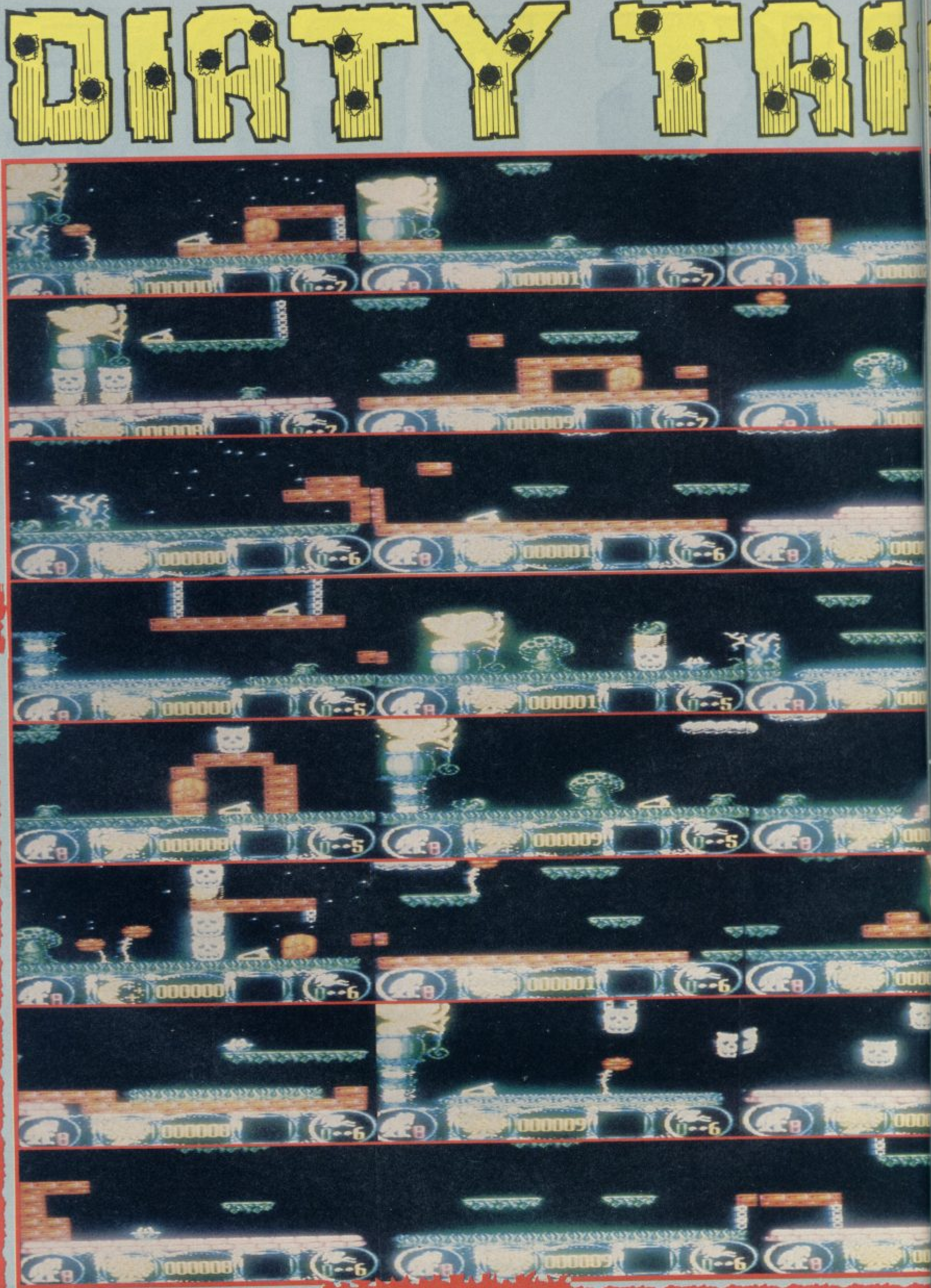
As soon as you walk over to the right from the statue, you'll be attacked by fleets of flying dragons, so you'll need to keep on the move and blasting as much as you can. Right at the end of the section, you'll find the second fairy. Grab her and turn on your toes and leg it back the way you came, right back to the spring-board and back to the original section of level one.

Once back to the original section, backtrack to swap the umbrella for the honey pot. Now avoid the spring-board and jump across to the swarm of bees. (Watch out for the middle platform which disappears). Jump over the bees and leg it to the right until you can see the second key. Swap the key for the honey pot and you should find that the swarm of bees are now attracted to the pot. You are now in the clear to run back and collect the third fairy which was hiding under the bees.

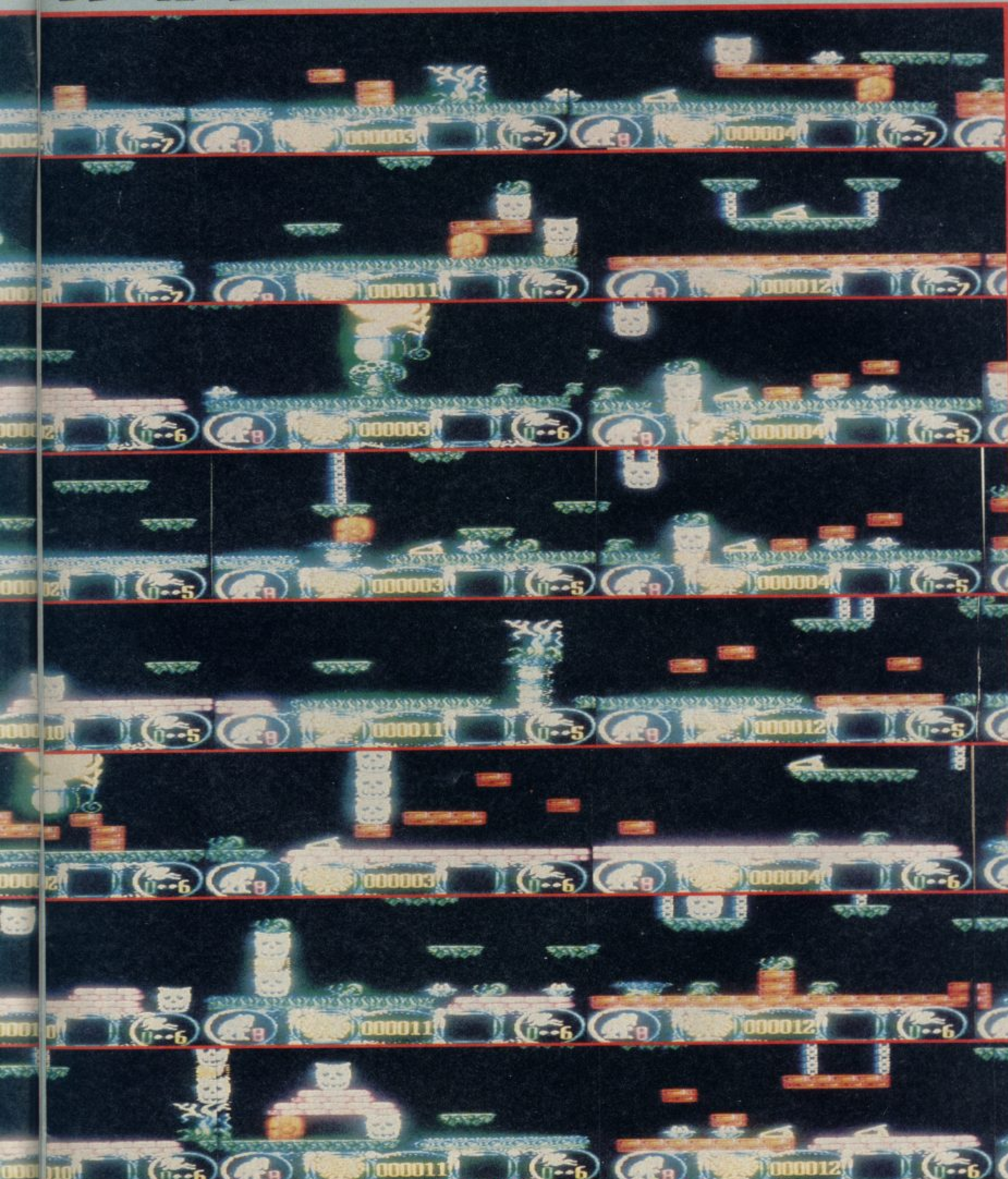
You now only have two nymphs to go. The next section is by far the toughest, and involves lots of alien egg types which drop from the sky, break open and spring out nasty critters which leg it at you to kick you in the 'ead. Keep running and blasting and pray that you've enough lives left to see you through the section – there doesn't seem to be any pattern to follow which is probably where you will lose the game.

If (and it's a BIG 'IF') you survive you can then go on and collect a pot of honey to distract the final swarm of bees and in doing this, you can collect the final key. Grab the key and walk to the right. Avoid the door at the top of the section – this just wastes your key. Avoid the final wriggly things and collect the final fairy at the right hand side of the screen to finish off the section.

DIRTY TRI



CKS DEPT.



DIRTY TRICKS DEPT.

AL/1

Type: Armoured Lizards Rocket
Number of Shots: 3 for lizard, 1 for rocket.
Zenny: 100 for lizard.
Disintegrations: Lizard die. Small explosion for rocket.
Points: 100 for lizard.
Path Directives: Three lizards fly in from points (1), (2) and (3), facing left. At points (4), (5) and (6) they stop, wait and fire rockets. After flipping back to land at points (7), (8) and (9) they revert to the path directives of a gree lizard at points (10), (11) and (12). The rockets flying with a constant X velocity tend to move towards your position.



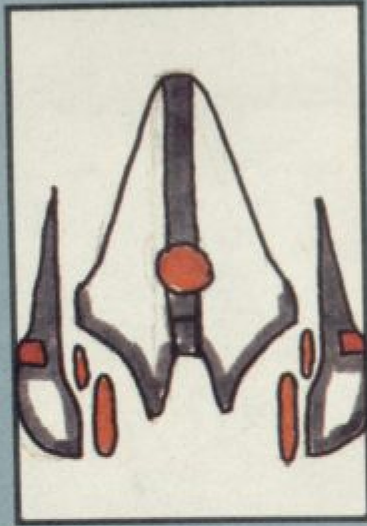
SP/1

Type: Spider
Number of Shots: 10 for head, 10 for legs.
Zenny: 500 for legs.
Disintegrations: Large explosions for both head and legs.
Points: 1000 for legs.
Path Directives: Spider jumps up at point (1) then walks left and right pointing its head at you while its legs animate towards the right. If just the head is shot the legs still move and small fire balls shoot out of the neck. Destroying the legs also destroys the head. After a set period the spider walks off to the right.



S1/1

Type: Spinning Spaceships 1
Number of Shots: 1.
Zenny: Kill at the wave and appears at end.
Disintegrations: Small explosions.
Points: 500.
Path Directives: (1)–(2) Six ships spin on. (2)–(3) Ships stop spinning and bank round. (3)–(4) Ships continue still not spinning. (4)–(5) as (2)–(3). (5)–(6) as (1)–(2).
Variants: Same path as above but Y-flipped starting from the bottom. S1/2.



LP/1

Type: Lizard with Pod Launcher
Number of Shots: 10 for launcher. 1 for lizard.
Zenny: 500.
Disintegrations: Large explosion for pod. Lizard death for lizard.
Points:
Path Directives: Lizard pulls open launcher to launch a wave of spinning space ships #2, closes it waits then starts again. Lizard can be killed independantly of the pod but is then resurected.

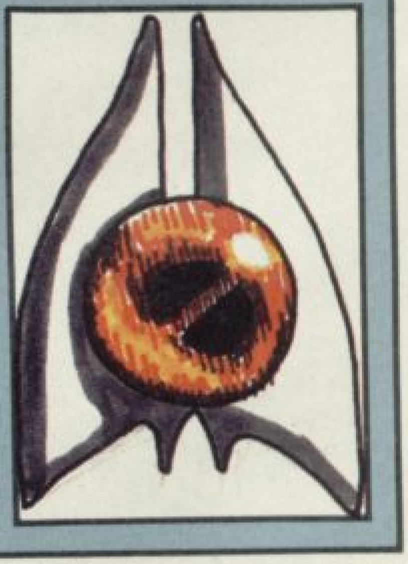


S2/1

Type: Small Spinning Spaceships
Number of Shots: 1.
Zenny: 1.
Disintegrations: Small explosion.
Points: 100.
Path Directives: The ship is launched from LP/1 in a wave of from point (1) to (2) the ships thrust up. From point (2) to (3) the ships glide round then at point (3) begin to spin.

CG/1

Type: Cog
Number of Shots: 10.
Zenny: 500.
Disintegrations: Large explosion.
Points: 500.
Path Directives:



LL/1

Type: Lizard Launcher
Number of Shots: 4.
Zenny: N/A.
Disintegrations: Lizard die.
Points: 100.
Path Directives: Three lizards jump up from points (1), (2), (3) then run along to points (4), (5) and (6) where they squat down and direct their launchers towards you. Eventually jump up and ghoot.
Variants: Three lizards run on from points (7), (8) and (9), squat at points (10), (11), (12) and follow as above. LL/2.



GL/1

Type: Green Lizard Man
Number of Shots: 1.
Zenny:
Disintegrations: Lizard die.
Points: 100.
Path Directives: Three lizards enter screen in close concession each one slightly above the one before it. While pointing at you they home in to a set distance, fire and then ghoot. Start at (1), (2) or (3).
Variants: Same as above starting from (4), (5), (6) two lizards GL/2.
Two lizards starting from (1), (2) or (3) GL/3.
Four lizards starting from (1), (2) or (3) GL/4.



SUNEWS



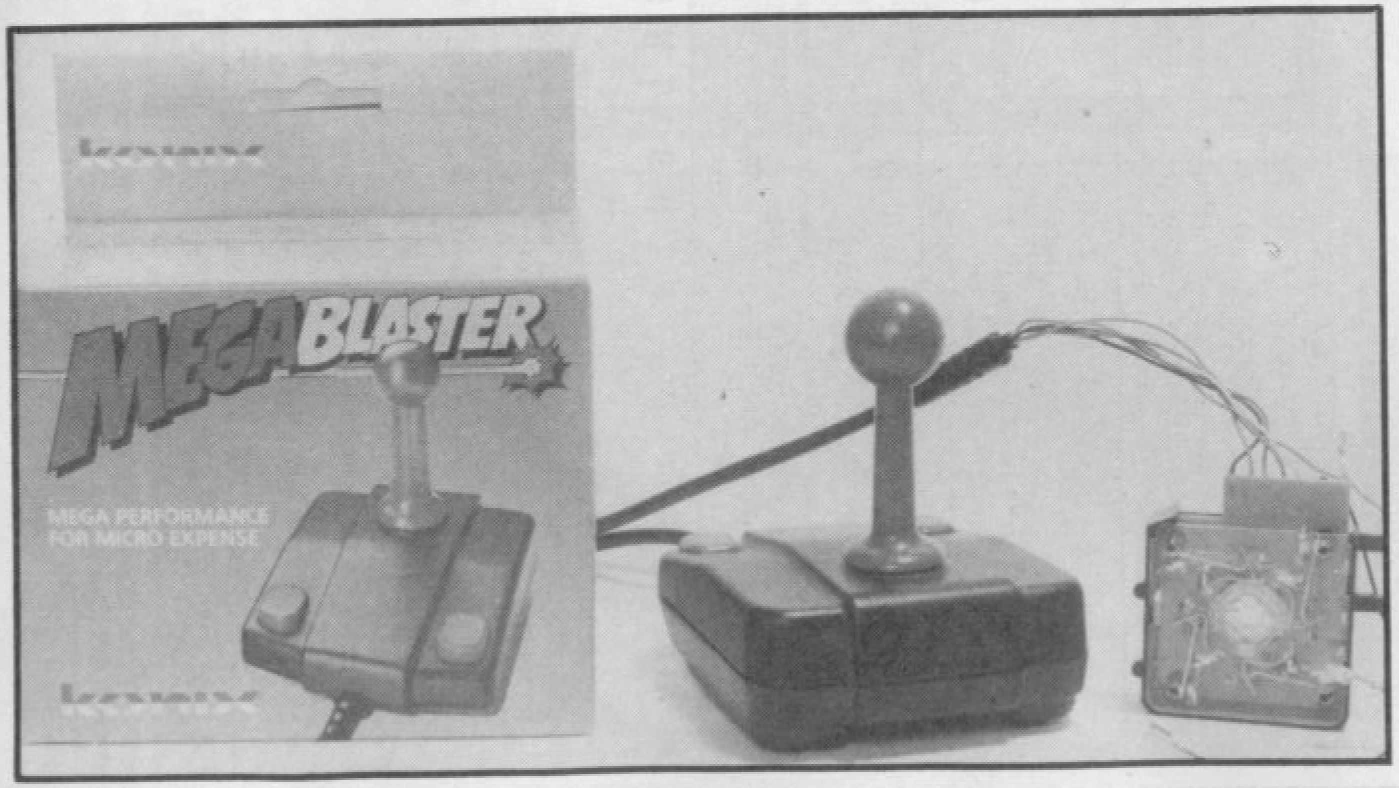
KONIX STICKS ONE ON YOU WITH MICROSWITCHES

By our 'Cheap and cheerful' Correspondent

Up until now, if you bought a cheap joystick it was usually awful and doomed to an early death, probably because the inexpensive leaf type switches became unreliable after a few weeks of constant pounding. Now Konix, famous for the hand-held Speed King, **futuristic** Navigator- **and** Megablaster **joysticks, offer a solution.**

The Megablaster, a basic and ungimmicky stick, is now being sold with more reliable, accurate, hard-wearing microswitches instead of leaf switches – but the price is being held down to £8.99. Konix claim that it's the cheapest microswitch joystick available in the UK. You can use it with any Spectrum joystick interface, or directly on the Plus 2 or Plus 3 using an adaptor.

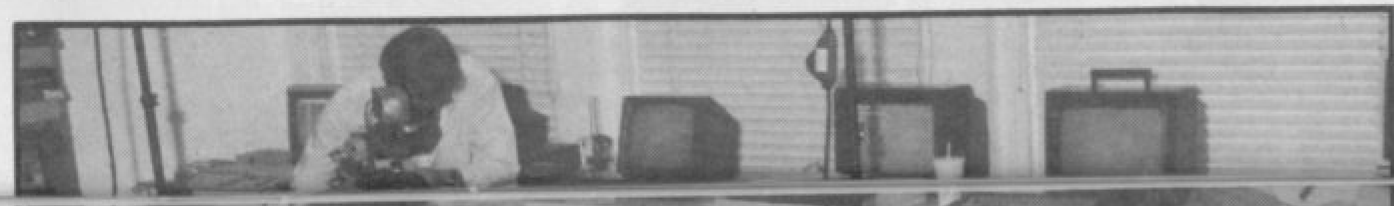
The Microswitch **Megablaster** is in the shops now, and like all Konix products its assembled in their own factory in Ebbw Vale, South Wales, so it's BRITISH, Hooray!



SAUCY GAMES VIDS IN PRICE SLASH SHOCK!

By our ' 'ere, take a shufti at this' Correspondent

Revolutionary computer games vid Action Screenplay **is now up to Issue Two – and the good news is that it's going DOWN in price.**



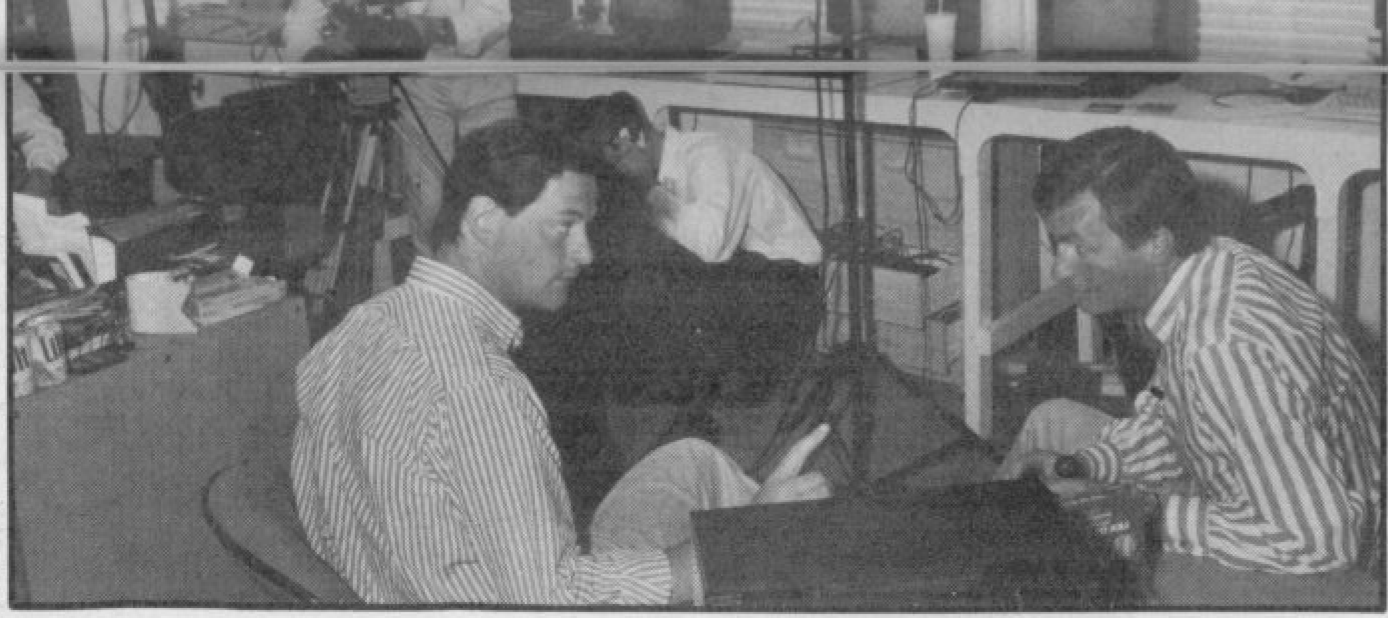
Hi gang! Jim's just let me out of the cupboard – he says sensory deprivation is an important part of training to be a computer journalist, but he didn't explain why he has to hit the cupboard with a baseball bat. Anyway I'm a bit deaf now but it doesn'r stop me writing my Headlines, which as usual are packed with up-to-the-minute stories about the exciting Spectrum software market. Like, for instance . . . er . . . oh. Well there isn't actually any news this month, is there? It's what passes for Summer, and everyone's out playing football and skateboarding (except me 'cos my mum took my skateboard away after I fell under that juggernaut) so no-one's playing with their computers.

Anyway it was a perfect time of year for the BBC to show the **Horizon** *documentary about our patron saint Clive Sinclair. And what a thrill-packed hour it was! They told us that the Black Watch was a flop, that the pocket TV was a flop, that the QL was a flop and that the C5 was a megaflop. Anita Sinclair (no relation) told us that Clive used to go to sleep in the middle of dinner (well you ought to talk about something other than*

Two – and the good news is that it's going **DOWN** in price.

After a good response to Issue 1 at £6.49, Issue Two has been released at £4.99. Available through your usual software retailer, the regular video-tape aims to complement the games coverage of the monthly mags, allowing you a chance to see the hot new releases actually being played.

From now on Action Screenplay will also be featuring interviews with software industry celebs – kicking off with Mark Strachan and Dominic Wheatley of Domark (the infamous "Dom-Doms"). The lineup of Spectrum games reviews hadn't been finalised as this issue went to press, but A Spokesman promised that there would be "lots!" You can find out more about Action Screenplay by phoning 0206 751217.



FOOTBALL CRAZY, FOOTBALL MAD

By our 'If it had gone in the net it would have been a goal' Correspondent

Football football football! In fact, football four times, because it's how many football games there are in Gremlin's forthcoming compilation Soccer Squad. **Three of the titles are tied in with Gremlin's licence with Gary Lineker.** Hot Shot **is a full scale eleven-a-side football game complete with throw-ins, fouls, sliding tackles, corners, goal kicks and even the dreaded Red Card.** Superskills **puts your dribbling, tackling and shooting skills to the test, while** Superstar Soccer **lets you play a complete league tournament.**

The last of the four titles, **Roy of the Rovers,** was originally intended to appear on the Piranha label before it folded; it's based on the long-running comic character, and apart from featuring five-a-side football action it also has elements of arcade adventure as the captain of Melchester Rovers battles kidnappers to prevent the closure of Melchester's ground!

Soccer Squad should be in the shops by the time you read this, and is priced at £9.99 on cassette and £14.99 on disc.



ACTIVISION AIN'T 'FRAID OF NO GHOSTS

By our 'Look out it's behind you' Correspondent

It's official! Activision has tied up the game licence for one of the most eagerly-awaited film sequels of all time Ghostbusters II.

Following the massive success of the original supernatural comedy and Activision's game version, earlier this year the company also put out a package based on the **Real Ghostbusters** coin-op machine. Now the **Ghostbusters II** game is in the works, the movie having opened in the US to rave reviews and a box-office take of $10m on its first day.

The movie features all the same characters as the original – the ghost-busting squad led by Harold Ramis and Dan Ackroyd, and gorgeaceous Sigourney Weaver as the lurv interest. Special effects are said to be even more mindblowing in the sequel, Activision's game is due to be released at the same time as the movie in the UK, on December 1st. The game will stick closely to the plot of the movie, featuring four main sections and music from the film soundtrack, written by soul superstar Bobby Brown.

Activision spokesperson were in pretty high spirits (fyak) about the prospects of the game being a Christmas chart-topper, and we'll be previewing it real soon.

REVITALISE YOUR CLIVE

By our 'Where does this plug in?' Correspondent

Video Vault, best known for supplying spare parts for ailing Spectrums, is now offering a complete upgrade system for the 48K/128K/ Plus 2. The system consists of a combined disk and printer interface, a thermal printer, and a miniature disk drive. The bad news is that it won't work with the Plus 2A (the black version) or the Plus 3.

The Clive Drive Interface costs £59.95, and consists of a user-port interface which contains a program in ROM. This Keymaster program allows you to save the computer's entire memory to disc and dump images to an 80-column printer.

The HushPrinter, at £59.95, prints on special 8.5" thermal paper and supports the full ASCII character set as well as graphics printing. The "Clive Drive", at £39.95, runs on non-standard 3" discs (not the usual Spectrum type, unfortunately), and responds to all the commands used by the Sinclair Microdrive.

You can buy the whole package – Interface, HushPrinter and Clive Drive – for £149.95. We're hoping to review the whole system soon – meanwhile you can contact Video Vault on 04574 66555.

machine-code, lovey) and somebody strange explained all about artificial intelligence and how Sir clive was building giante electronik branes in his garden shed. I can't wait to get hold of the first Cambridge Computing Portable Brane; it will probably have half-a-mile of cables hanging out of the back and it'll sing "Daisy Daisy" in a sloppy voice until you unplug it.

I suppose the same will apply to the pocket telephone (it'll only call Colchester, and only on Wednesdays) and the satellite dish (picks up ITV, Channel 4, BBC1 and BBC2. Sometimes.)

While we're waiting I suppose Lord Sugar of Amstrad will put out one little box that's a combined artificial brane, pocket phone and satellite dish, and sell it at £49.95. The only trouble will be that you have to get up on the roof any time you want to ask it a question or make a telephone call, 'cos otherwise it makes the picture on MTV go all fuzzy.

*We don't have to worry about new technology in the office, because we haven't got any. Well, that's not strictly true. Jim's just been given a Tulip PC to play with. He must like it very much – he certainly swears by it. Sometimes he swears for five minutes solid without repeating himself. It's something to do with the way the DOS batch file interface won't access the root directory for the hard disk driver when the printer definition file is in the same zone as the font loader for the hard copy interface. At least that's what I think he meant, though he actually said "F*** s@*/ this f**££&$?? bl?$&£** bas@*££d computer!"*

GAMES REVIEW!

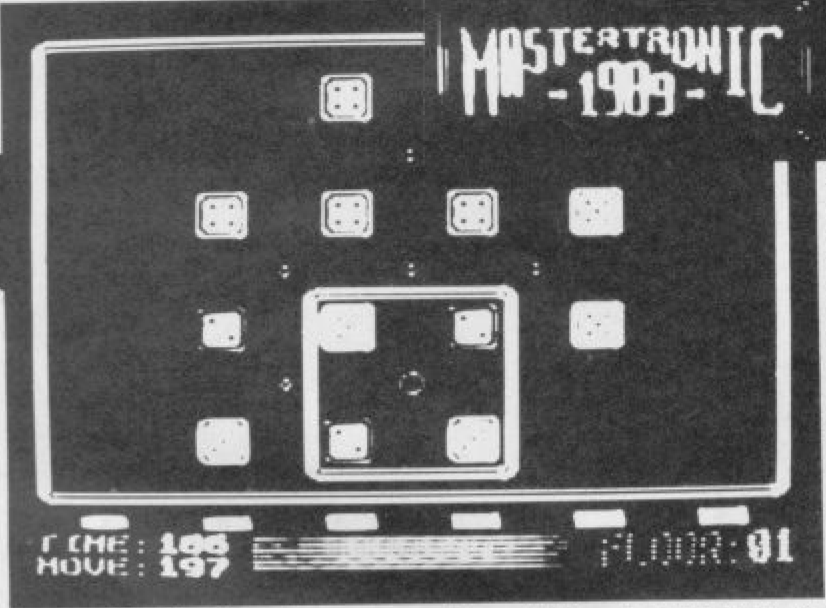
MIND TRAP

I can't understand why Mastertronic should have tried to put a plot to what is nothing more than an enjoyable arcade puzzle game, but try they did. Basically, we're told you are trying to keep the world in some sort of neat tidy order. This is difficult not because of political problems or certain attitudist racial inequalities. (Get on with it – JD). No Sirree. The reason it's very hard to keep the world in some sort of neat working order is because somebody keeps leaving all the lovely coloured blocks in a mess.

And so your task is to rearrange all the blocks and place them in rows of colour corresponding to small markers at the bottom of the screen.

Just because you're a real stickler for detail and order, you





have decided that the only way you can rearrange the blocks is by rotating them within blocks of four. This is done by positioning a cursor over a group of four blocks, holding down the fire button and pressing left or right to rotate the group of four left or right.

To add insult to injury, you are restricted to the amount of positions you cna place the cursor. The places you are allowed to centre the cursor on are marked with a dot, and the places you can't aren't. It's pretty annoying when you think all you have to do is rotate a certain block of four to finish the screen, and it turns out you can't because you can't actually put your cursor over it.

And that's the game. Well, not quite. For the first thirty levels, that's the game. Then the fun really starts. The game goes 3D. Then you have two planes to play on, taking blocks from one plane to the other. The number of planes increase as you work your way through the challenge, whcih could be pretty tough, taken as there are 999,999 screens.

The game is simple, and for this particular game, it's a problem. With a game of this type, there are only so many different types of puzzle you can come across, and once you've worked out all the little tricks, you find yourself flying through the levels at an alarming rate. So much so that the game becomes boring through repetition. I can't see anyone other than AS playing this through to the end.

But that's what they said about Rubik's Cube.

Graphics are simple and functional. Sound is simple and functional. A simple functional game. Worth checking for a challenge, but MENSA won't use it■

ARCADE REVIEW

FAX BOX

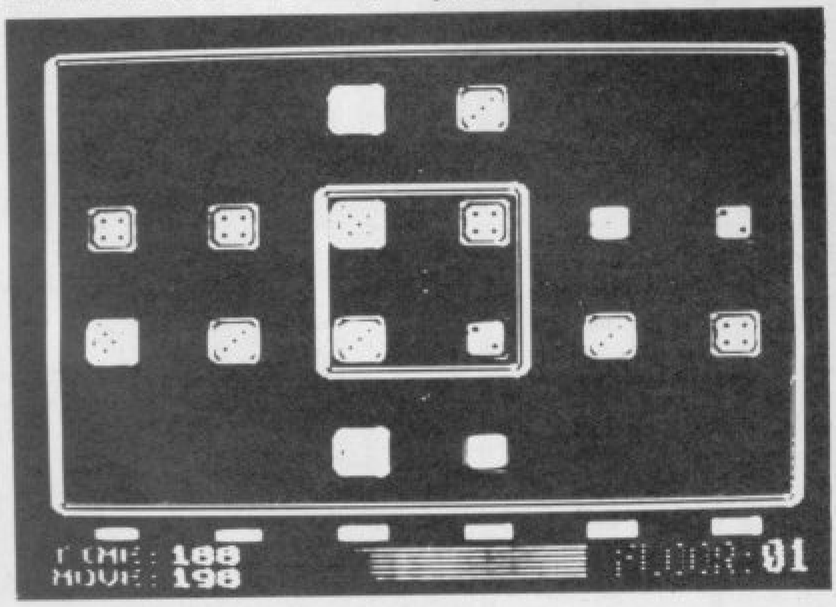
MIND TRAP *Label:* ***Mastertronic*** *Author:* ***?????????*** *Price:* ***£1.99*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

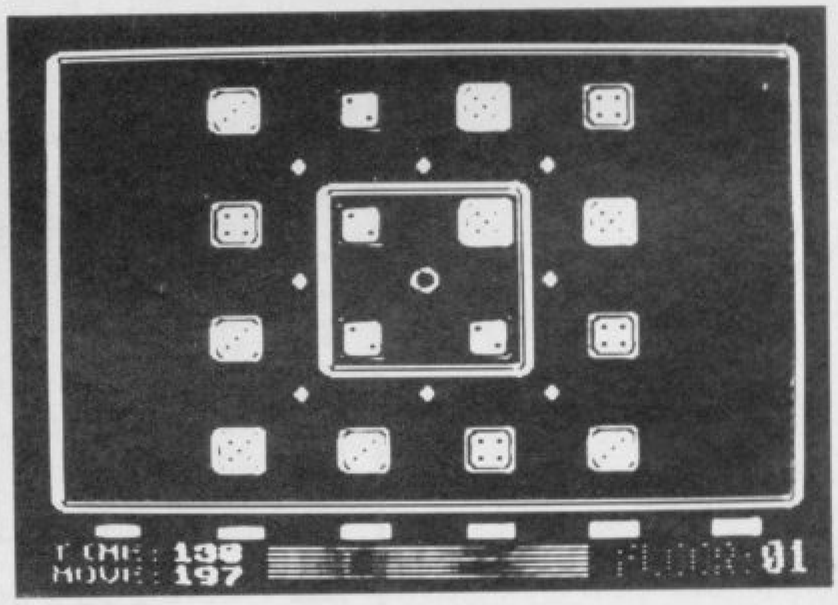
GRAPHICS	SOUND
57	55
71	70
PLAYABILITY	LAST ABILITY

Infinitely huge arcade puzzly thing. Interesting until it isn't.

Reviewer: Tony Dillon

OVERALL 71



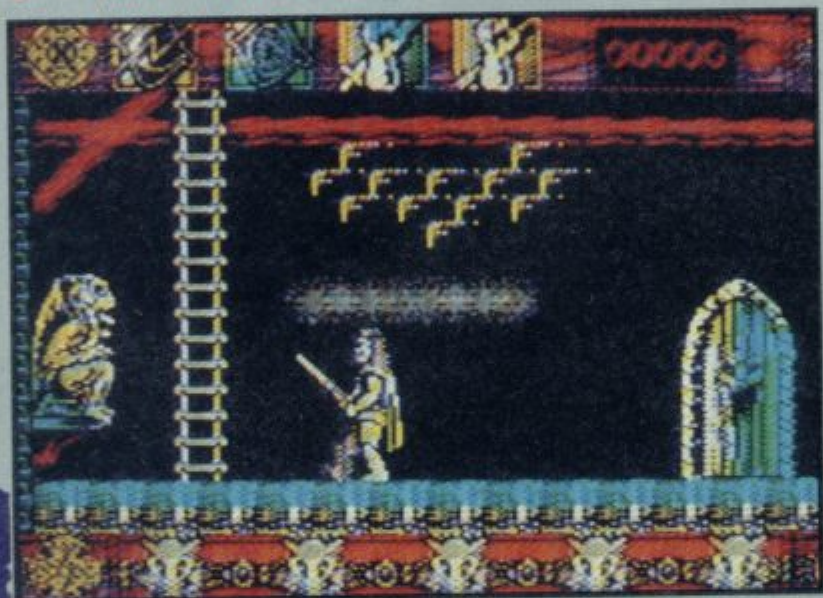


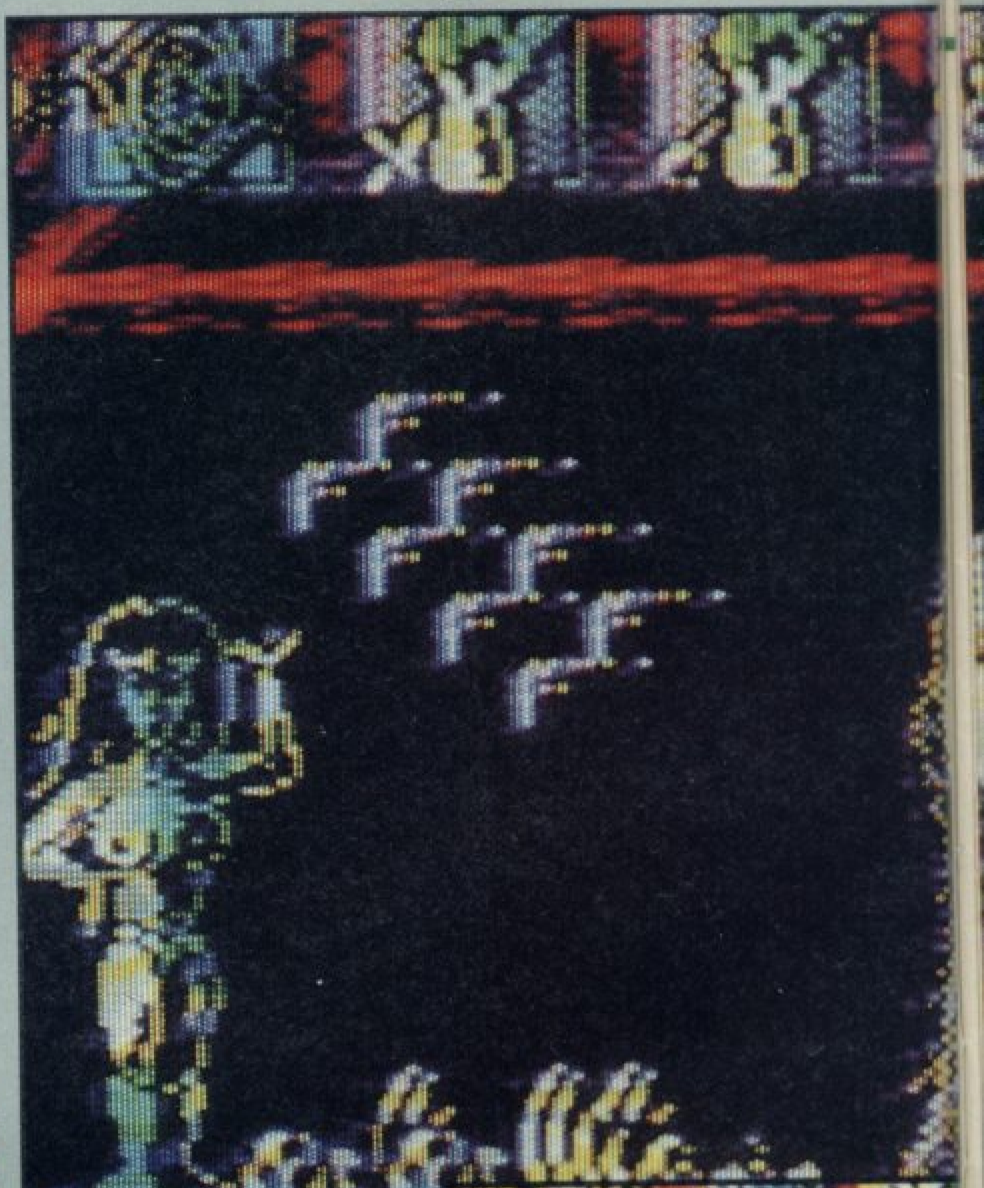

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GAMES REVIEW!



I used to be quite a fan of **Lone Wolf**, you know. Back in the days when D&D was law and the written works of Steve Jackson and Ian Livingstone were taken as gospel. And then the first **Lone Wolf** computer game appeared, complete with a keyboard overlay for a rubber keyed Spectrum. It wasn't any good, though. What you got for your £5.99 was the same as what you got for your £1.99, except you



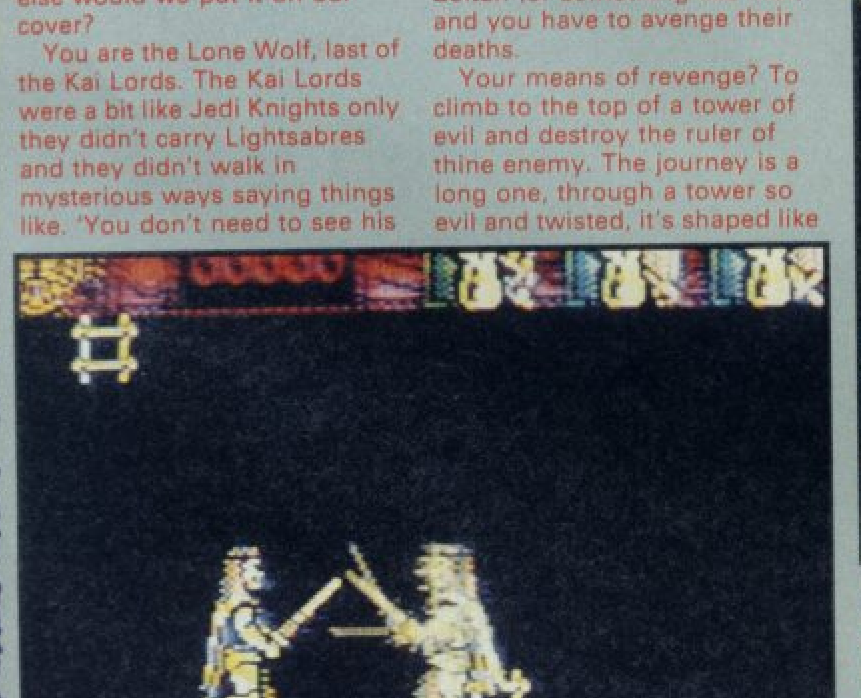


didn't have to turn the pages.

The world has been crying out for one, (everso slight untruth) and it has appeared. A **Lone Wolf** game that not only successfully captures the spirit of the book, but also turns out to be quite a good game. Why else would we put it on our cover?

You are the Lone Wolf, last of the Kai Lords. The Kai Lords were a bit like Jedi Knights only they didn't carry Lightsabres and they didn't walk in mysterious ways saying things like. 'You don't need to see his identification' and 'Even though you have cut off my arm, destroyed the only family I ever knew and are now having some rather disgusting thoughts about my twin sister, I know there is good in you father'. The Kai were wiped out by the evil Zoltan (or something like that) and you have to avenge their deaths.

Your means of revenge? To climb to the top of a tower of evil and destroy the ruler of thine enemy. The journey is a long one, through a tower so evil and twisted, it's shaped like



an upside town triangle. You begin at the apex, which funnily enough happens to be at the bottom, and work your way up, via ladders and lifts, only pausing when making a decision at a junction.

Adversaries come in the form of warriors who are mirror images of yourself (reasons being too long to explain here,





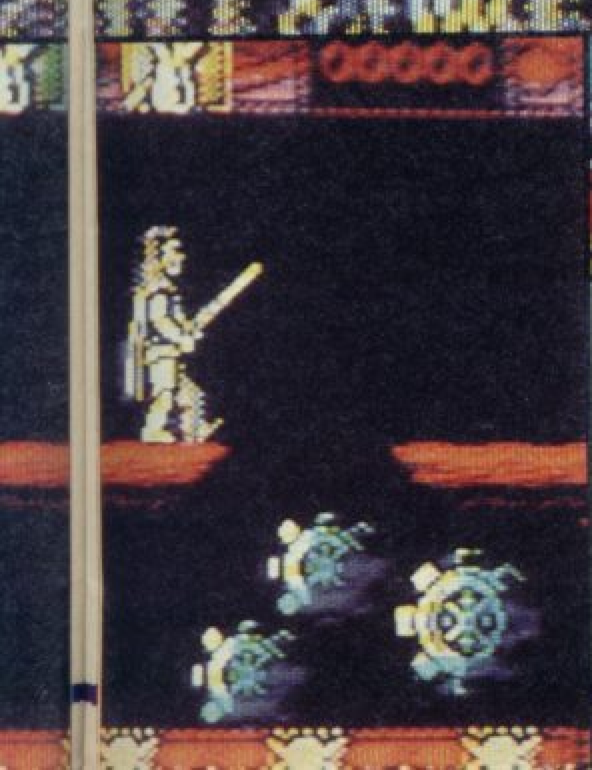
Wolf

why not read the book?) and bats. The bats are easily dispatched with just a swift twitch of your blade. The warriors are a little more stubborn. As you progress through the game, they get better and better at combat, near the end some are downright impossible. Or are they? Each has their own personality and requires a different strategy to dispose of.

Other problems caused are the traps and puzzles. Traps take the form of statues that spit fire across ladders just as you are climbing, and open electric circuits, that blaze sparks as you walk past. Puzzles are usually formed by the lifts that constantly move up and down. Sometimes a series of three, maybe more have to be navigated by some well timed jumps, which aren't easy to come by, I have to tell you. It takes a great deal of patience just to wait for the right moment.







Graphically, the game reminds me of nothing more than Psygnosis' Barbarian right down to the flip scrolling. The only real difference between the two being that the backdrops on LW are much more attractive and atmospheric. All the little touches are there, from the busty statuettes to the skulls on poles.

Sound is just a little on the basic side, but with a game this size, I can't say that surprises me. Spot FX do their purpose, though I was a little disappointed by the lack of a tune.

Yet another enjoyable arcade adventure romp through the land of make believe. Fun, and it's size almost guarantees lengthy periods of play. Now, where did I put my ton-fun?

ARCADE REVIEW

FAX BOX

LONE WOLF *Label:* ***ASL*** *Author:* ***In-house*** *Price:* ***£9.95*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

GRAPHICS	SOUND
81	69
82	85
PLAYABILITY	LAST ABILITY

Fabbo samurai arcade adventurey thingey. It's Oh Kai!

Reviewer: Tony Dillon

OVERALL **81**

10 20 30 40 50 60 70 80 90

27

SPECIAL





Lone Wolf

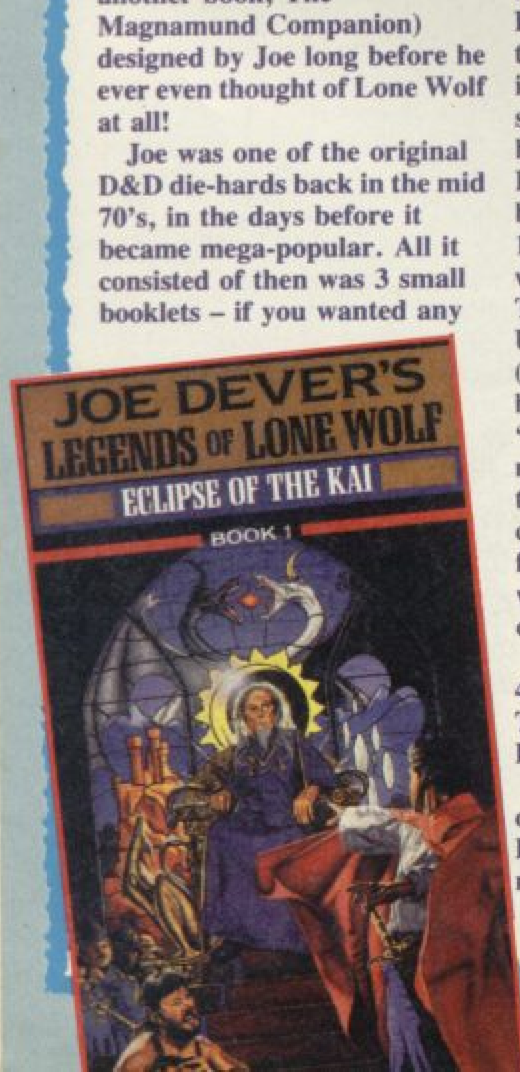


Lone Wolf – the role-playing books, the computer game, the mythical world, the telephone game system, the boardgame, the worldwide phenominon. Joe Dever has been a very busy lad over the past few years – as over 17 million sales of the Lone Wolf adventure books can testify. And that means the books must be pretty popular too, as not all of them can have been bought by his Mum.

There are 12 Lone Wolf books in all, progressing the central character from lowly lad to battle-hardened warrior. All the action takes place in the world of Magnamund – a whole Mythos (outlined in yet another book, The Magnamund Companion) designed by Joe long before he ever even thought of Lone Wolf at all!

Joe was one of the original D&D die-hards back in the mid 70's, in the days before it became mega-popular. All it consisted of then was 3 small booklets – if you wanted any extra detail in your campaigns, you had to invent it yourself. And so the world of Magnamund was invented! Interesting, huh? Who'd have thought then that a whole industry would come from such modest beginnings! The ball started rolling with 12 Lone Wolf Solo Role-playing books, then, now available in 18 countries around the world, including Japan. Translated into 12 languages. Used up 15 acres of forest (ummm that last bit isn't true by the way). Then there are 4 "World of Lone Wolf" books, more role-playing, but this time with a magician as a character, rather than a beefy fighter, still based within the world of Magnamund, of course.



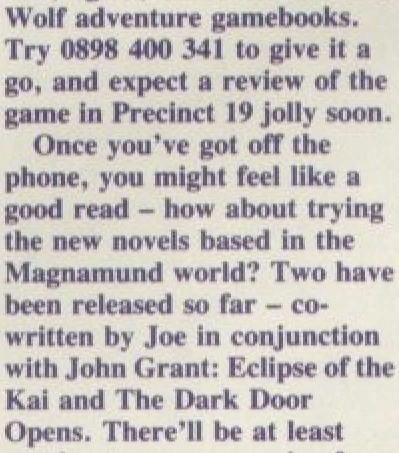


You want more? How about 4 two player combat books? They're called Combat Heros. But there's more.....

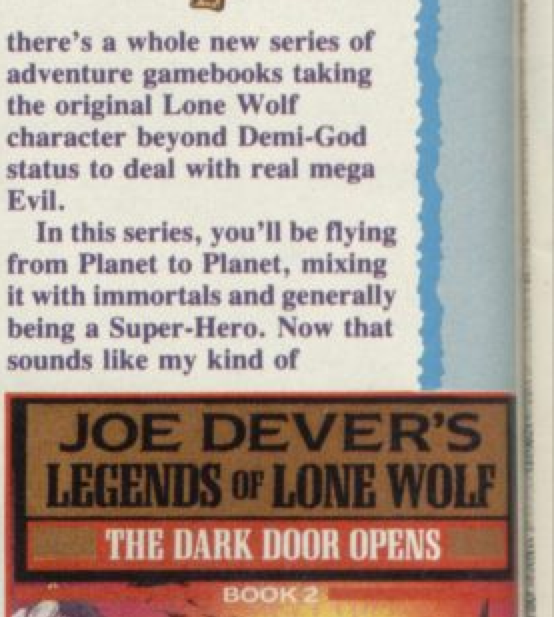
You can now play Lone Wolf on the phone! The first of 4 PhoneQuest (tm) adventures is now on line, written by Joe and, again, based on the Lone Wolf adventure gamebooks. Try 0898 400 341 to give it a go, and expect a review of the game in Precinct 19 jolly soon.

Once you've got off the phone, you might feel like a good read – how about trying the new novels based in the Magnamund world? Two have been released so far – co-written by Joe in conjunction with John Grant: Eclipse of the Kai and The Dark Door Opens. There'll be at least another two more coming from that combination.

So far, so good, but what has the future in store for Lone Wolf? Well, there's a board game in the offing – then there's a whole new series of adventure gamebooks taking the original Lone Wolf character beyond Demi-God status to deal with real mega Evil.



In this series, you'll be flying from Planet to Planet, mixing it with immortals and generally being a Super-Hero. Now that sounds like my kind of megalomania! Called The Lone Wolf Grand Master Series, they'll be hitting the streets sometime next year.

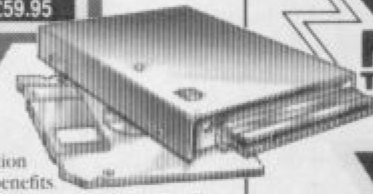


If you're interested in finding out more about Lone Wolf, maybe you'd be interested in joining the Fan Club? Write to The Lone Wolf Fan Club, Bever Books, 62-65 Chandos Place, London WC2 4NW with a large stamped address envelope for full details.

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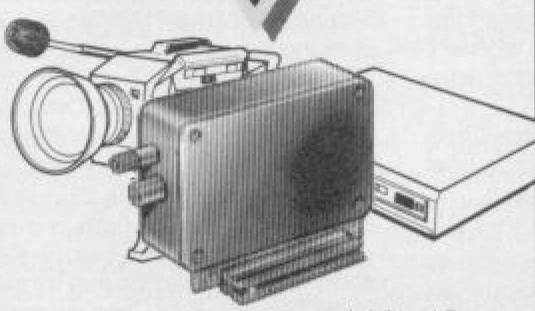
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S/08

DOUBLE DRAGON DRIVEL

Dear Vain Smelley, I know that you are only a tea boy, and don't know anything about computers, but would you please ask "Tin-legs" Skeat or Nooooonan why the hell nobody has come up with a Speccy conversion of the coin-op **Chase HQ?**

It's the most original racing game that I've seen in a long time. Instead of having to avoid the enemy cars, in **Chase HQ** you have to find the criminal's car and smash it up! The turbo button on the gear change make this cool came worth 30p easily!

P.S. How do you decide which games get a classic? I want to know how **Double Dragon,** which got a measley 51 percent got a classic?

Mark Bentley
Berkshire

● WHAT A FUNNY TYPEWRITER YOU HAVE. ANYWAY, I THINK THIS CHASE BUSINESS SOUND TOP-HOLE, THOUGH MAY BE A LITTLE BIT UNSAFE. APPARENTLY, THE LADDIES AT BIG OCEAN SOFTWARE WERE SO HEARTENED BY YOUR ENTHUSIASM THAT THEY'VE GONE AND BOUGHT THE BLOOMING LICENCE! (THIS ISN'T TRUE, THEY'VE HAD IT FOR AGES, ONLY IT WAS A SECRET – JD). AS FOR DOUBLE DRAGON, IF WE EVER ATTRIBUTED A CLASSIC TO IT, WE'RE SORRY, IT CERTAINLY DIDN'T DESERVE ONE. OUR PRINTY MEN MUST HAVE GONE MAD.

I'M NOT A VERY HAPPY CHAPPY

I hate your mag. You may want to know why. Well here are my reasons.

1) I have heard from an ex-reader of your mag that you say C64 graphics are better than Speccy graphics. You may say why C64 graphics are shown on adverts? Because detail doesn't show up but colour (blocky colour) does.

2) I thought that Megatape 16 was going to be good. Well I shall never know. The bloody thing wouldn't work. I didn't send it back because when I took the selotape off it ripped the label to pieces, and you would never have believed that I had not copied it off somebody.

3) Your review of **Carrier Command** was not the first. Your Sinclair and Crash have reviewed it at least.... KERSNIIIP I think that's quite enough of you – JD

J Lord
High Wycombe, Bucks

● DEARY ME! WE'RE IN A BIT OF A TO-DO AREN'T WE! I DON'T UNDERSTAND WHAT YOU MEAN ABOUT ALL THIS C64 GRAPHICS BUSINESS. I THINK THE SPECTRUM IS GREAT AND AM PLEASED TO REPORT THAT IT IS INDEED NOW BEING USED TO ILLUSTRATE CASSETTE BOXES. MEGATAPE 16 IS MARVELLOUS AND IF YOU SEND YOUR TAPE BACK TO THE ADDRESS ON THE MEGATAPE PAGE, WE'LL REPLACE IT. ALSO JIM SAYS SOMETHING ABOUT US REVIEWING THE FINAL VERSION OF CARRIER, AND THAT HE'LL GIVE YOU SOMETHING TO WHINE ABOUT. I'M SURE HE'S JOKING.

CLUE ME IN COBBER

This letter is not your usual abusive type. I'm trying to find out about subscriptions to SU.

1) How much does it cost for one year's subs to SU including Airmail postage to New Zealand?

2) Can I pay for it by Visa credit card?

3) How many issues of SU are there per year?

4) How do I order back issues, can I pay for them by Visa?

5) Lastly, I have just started getting SU (Feb 89) and my Megatape 12 is a dud. Can I get a replacement?

Paul Lemon
Hastings, New Zealand

● TAKE A LOOK AT PAGE 90 OF THIS ISSUE WHERE YOU CAN FILL OUT THE SUBSCRIPTION COUPON, OR GIVE OUR LOVELY SUBS PEOPLE A CALL ON (0733) 555161, THEY ARE MORE THAN QUALIFIED TO ANSWER ALL OF YOUR QUESTIONS, HOWEVER TRICKY.

SU IS JOLLY GOOD (slurp, snog)

Wow. Fabulous. Mega. Excellent. I am of course talking about two things. The first was **Cyclone** from Vortex (Megatape 14). It was a miracle. You actually stopped me and my brother from arguing for a full two hours while we were hypnotised by this wonderful game. The second this is the mag. What can I say? Wonderful colour, hundreds of tips, it's packed full of information and facts. Most mags don't last long with me as I'm a fast reader, but SU is different. However much I read, there's still loads of pages left. I have only just started to read your mag but I'm sure I'll still be buying SU in about sixty years time with my pension.

Gavin Parkinson
Northampton

● GEE. SHUCKS. YOU'RE TOO KIND. WELL, JUST KIND ENOUGH. HOPE YOU LIKE THE NEW DIRTY TRICKS DEPT.

SU IS RUDDY MARVELLOUS FOLKS

Wayne the pain, I wish to congratulate SU on the cover game **ELECTRO**. When I loaded it I thought 'worra naff game', terrible graphics; it looked like the 1950's game painter, but worst of all it looked like a YS cover game. But after playing for 10 minutes I found I was hooked. I couldn't believe it. The terrible graphics didn't matter anymore, the game play and sheer adventureness kept me playing. After two hours solid playing I finished it (but I didn't win a prize).

Well don SU, you have once again proved you are the best.

SU RULES OK!

Jamie Cooper
Willerby, Hull

● HA-HA! YOU'VE FOUND THE HIDDEN WONDER IN THE ELECTROGAME. OF COURSE, WE CAREFULLY DISGUISED THE PLAYABILITY (HEM HEM). BUT THE MOST IMPORTANT THING TO REMEMBER IS THAT YOU'VE STILL GOT A CHANCE TO USE THE LAST TWO MONTH'S ISSUES IN THIS MONTHS GAME.

METAL MADNESS

Dear Smegend (steady on – Wayne), You best start talking as to why you allowed a screen shot of goggle eyed plonker's, er, **Mike Read's Pop Quiz** to be published with Megadeath in your mag.



I'll 'ave you know that this is an insult to all us heavies. If you don't do something about it us heavies will come round to your stinking hovel of an office and ram copies of SU into certain parts of your anatomy. Or if we feel real mean we'll stock copies of Y*** S******* in sideways.

So you can tell Elite that they best change the spelling in their game, or me an' me mates will send 'em a poster of our thrash band 'Rancid Bile', and a copy of our new demo 'cerebral haemorrhage'.

So cough up yer dosh and get onto Elite or we'll rip yer face off gunk geature!!!!!

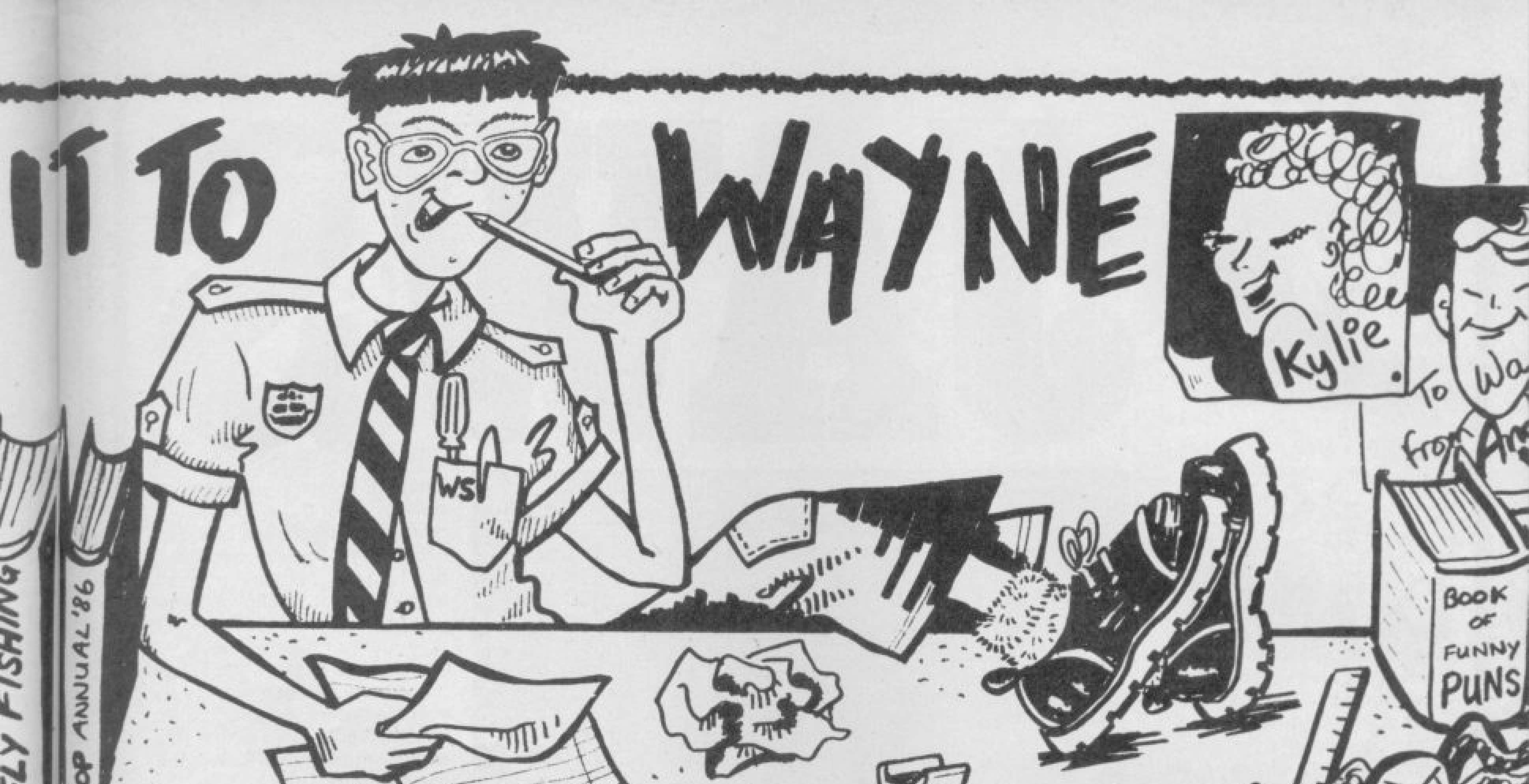
Yours fishdancingly,

James King + band
Ferndown

P.S. Print this or eat filth, turdbreath

P.P.S. This was wrote in pencil 'cos lead's 'eavy metal – geddit?

● ERR. I'M NOT EXACTLY SURE WHAT YOU MEAN. BUT THE GUYS HAVE READ YOUR LETTER AND THEY SAY I SHOULD SAY "COME ON THEN, YOU WOOFTER!" OR SOMETHING.



Now the Bear has gone he has been replaced, hopefully temporarily, by trainee super journo Wayne Smedley (sorry foks, we know he's abit of a spaz). So now here's your chance to write and tell what makes you angry or happy, let us in on some of your secrets, tell us what you and your mates are up to. Or if you like you can just slag Wayne off, he doesn't mind (no chaps, I don't mind – WS) . . . we told you he was a spaz didn't we?

Send your letters to "Wayne you are a divvy", SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

WAFFLE A-GO-GO FOLLOW ON-SCREEN INSTRUCTIONS

SU issue 87 page 39 – **Double Dragon**. What the fraggle rock is this Jonny (O.B.Benwon Kanobie) Hills talking about? If anyone's got the brains of an Outer Mongolian Wombat it's him. Pratt!! Maybe the only game he's played before **Double Dragon** is, wait for it, Space Invaders. Ever heard of **Target Renegade?** Now that's what I call cool. Twit! I'm quite enjoying insulting nuts like you. Now where was I, moron features? Oh yeah. 51% was very generous wasn't it? I think Chris must have forgotten about the decimal point before the five. As for the graphics, Gawd! By jove they're crap. The men look extremely ill. This game is CRAP. This transmission has come to a close.

Scott Brennan
Dundee, Scotland

● *EER...*

I'VE GOT THE RIGHT HUMP

I'm really xx:?%# off, why does most software take ages to come out on the +3. For example, **R-Type** has been out on the Spectrum for months, but still I can't get it for the +3. Instead I got **Giants** (and by the way, didn't you give **Giants** a higher percentage?) which seemed to supplement. I could make an endless list of games on cassette but not on the +3. Also, what's this about a shortage of CF-2 disks?

Daniel Harvey
Wimborne, Dorset

P.S When is Bomber coming out?

● *APPARENTLY THERE IS BASICALLY TWO REASONS WHY YOU'RE HAVING DIFFICULTY FINDING THE SOFTWARE YOU WANT ON THE +3. 1) MANY SHOPS DON'T STOCK +3 SOFTWARE, SINCE LOTS OF PEOPLE WILL (GRUDGINGLY) BUY THE GAMES ON CASSETTE INSTEAD OF DISK AND UPLOAD IT THEMSELVES. 2) SOME OF THE SMALLER SOFTWARE MANUFACTURERS SIMPLY DON'T RELEASE SOFTWARE ON DISK. IT'S A BUMMER, BUT THERE ARE STILL SOME PEOPLE WHO DON'T BELIEVE IN RELEASING SPECTRUM DISK SOFTWARE.*

SORT EM' OUT WAYNE

Dear Wayne, Isn't it about time you stood up for yourself? Don't let the others push you around. Make their tea really horrible, and if Jim gives you slander, hit him back. Just think you could build a name for yourself, even become the boss at SU.

Richard Napper
Canterbury, Kent
P.S. Premier League was worse than Soccer Boss
P.P.S. YOUR MAG IS THE BEST

● *GOSH! I DON'T KNOW ABOUT BECOMING THE BOSS. MAYBE THE "TEAM" WILL LET ME BECOME THE HEAD TEABOY FOR A MONTH. WELL, I DON'T WANT TO PUSH MY LUCK. THE GAMES THAT THEY PLAY IN THE COMPANY WASHROOMS OF LOCKING ME UP AND HITTING ME WITH STICKS ARE ALL JUST PART OF "NEW BOY INITIATIONS". THEY TELL ME.*

SILLY HAIR

I thought I just drop you a kine and say that I think Jim Douglas has got a really stupid hair-do. That's all byee.

Kevin Western
Southport

● *LEAVE JIM ALONE! HE'S MY HERO. DESPITE SPENDING HOURS IN THE LAVATORY AND BUYING ARENA AND THE FACE AND POOFY MAGAZINE EVERY MONTH, WE ALL THINK HE'S A REAL STYLE SETTER. (HO YAK HO TITTER – SU "TEAM").*

GAMES REVIEW!

JAWS

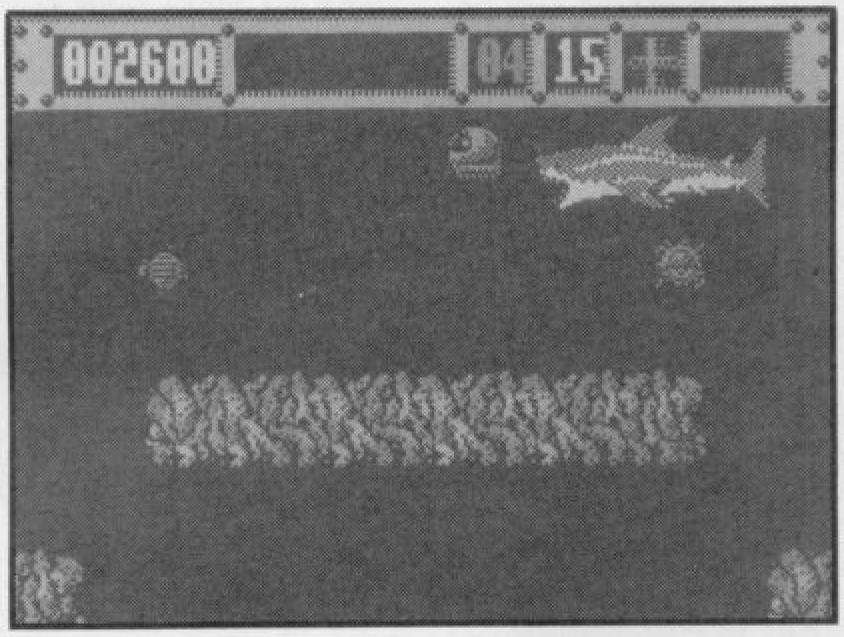


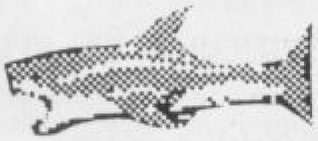
Der ner... der ner... der ner, der ner dunda dunda dunda... yikes and cripes here comes old toothy chops himself, and it's up to you to mash him up into shark kebabs. Ready? Well here we go.

Jaws is lurking around the various beaches of Amity, and playing the role of Brodie, the island's chief of police, it is your job to rid the shores of this deep sea beastie. If that job isn't tricky enough it seems that your 'trusty' diving team have lost all the equipment needed to kill the sharky dead. This consists of four gun parts which have sunk to the bottom of a huge underwater cavern.

So all you have to do is drop into the briney in your submarine type boat (it actually looks like a munchman from Pacland) and collect the four gun bits, then give Fish face three blasts in the mush and that's it. No it isn't. You also have to kill of plenty of sea creatures and pick up treasure as well – blimey o-flip they don't ask for much in these games.

Let me tell you about these sea creatures. Some of them flash (ooer) and some of them don't. You can blast the non-flashy ones no problem, but the flashy creatures have to be hit with mega-bullets before they croak. So when you see the mega-bullets bleeping away on your control panel at the top of the screen it's time to give old flashy just what he deserves.

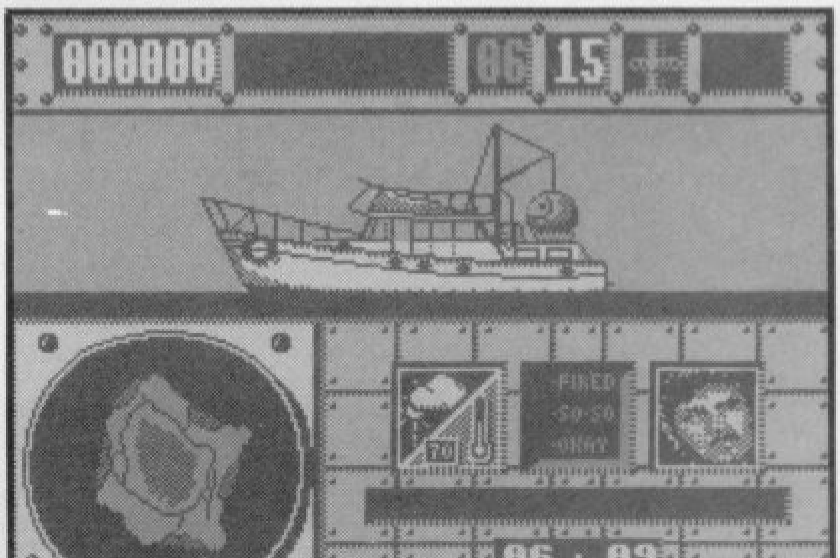




Now and again, after shooting a sea creature he may turn into a time bomb. When this happens rush off the screen like billy-o or you'll be blown to smitherines.

One thing to bear in mind is, if Jaws should float by with his teeth a-gnashing and you haven't yet managed to collect the four gun bits, don't try to shoot him with ordinary bullets – they will have no affect whatsoever.

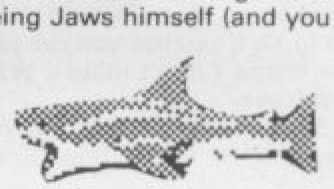
Another major part of the game is a strategy section. As chief of police you can decide whether to close beaches around the island to guard against shark attacks. On the one hand you will be saving swimmers lives yet on the other you will make Amity's mayor angry because you are turning tourists and their money away from the island. If you close all the beaches you will also lose your job – so it's time to make a few decisions after checking the mayorometer and weather guages (hot weather means a busy beach and big profits, would it be wise to close it?).



Unfortunately, I didn't find this section of the game too exciting, preferring to just trundle around the caverns blamming all the sea beaties.

Earlier on I mentioned the huge underwater cavern. Well, let me tell you, calling it huge has got to be the under-statement of the century. I managed to get through at least 30 screens and was told by manufacturers, Screen 7, that I'd only ventured into one fifth of the entire game. Now it took me bloomin' ages to get through that lot, so by my reckoning I should be able to complete **Jaws** in about 3 weeks time. Sorry, but this game with its slow scrolling and general lack of excitement just doesn't make me want to play for much longer than 10 minutes.

The graphics are fair, I guess, with the most exciting creature being Jaws himself (and you don't see him too often either).



The main problems with this game are the fact that it's far too big, treasure hardly ever appears on screen and I didn't even manage to find one gun bit, let alone four, so had no chance of conquering Mr Fish. Will I ever get through this game? I think there's more chance of me being knighted■

ARCADE REVIEW

FAX BOX

JAWS *Label:* ***Screen 7*** *Author:* ***In House*** *Price:* ***£8.95*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

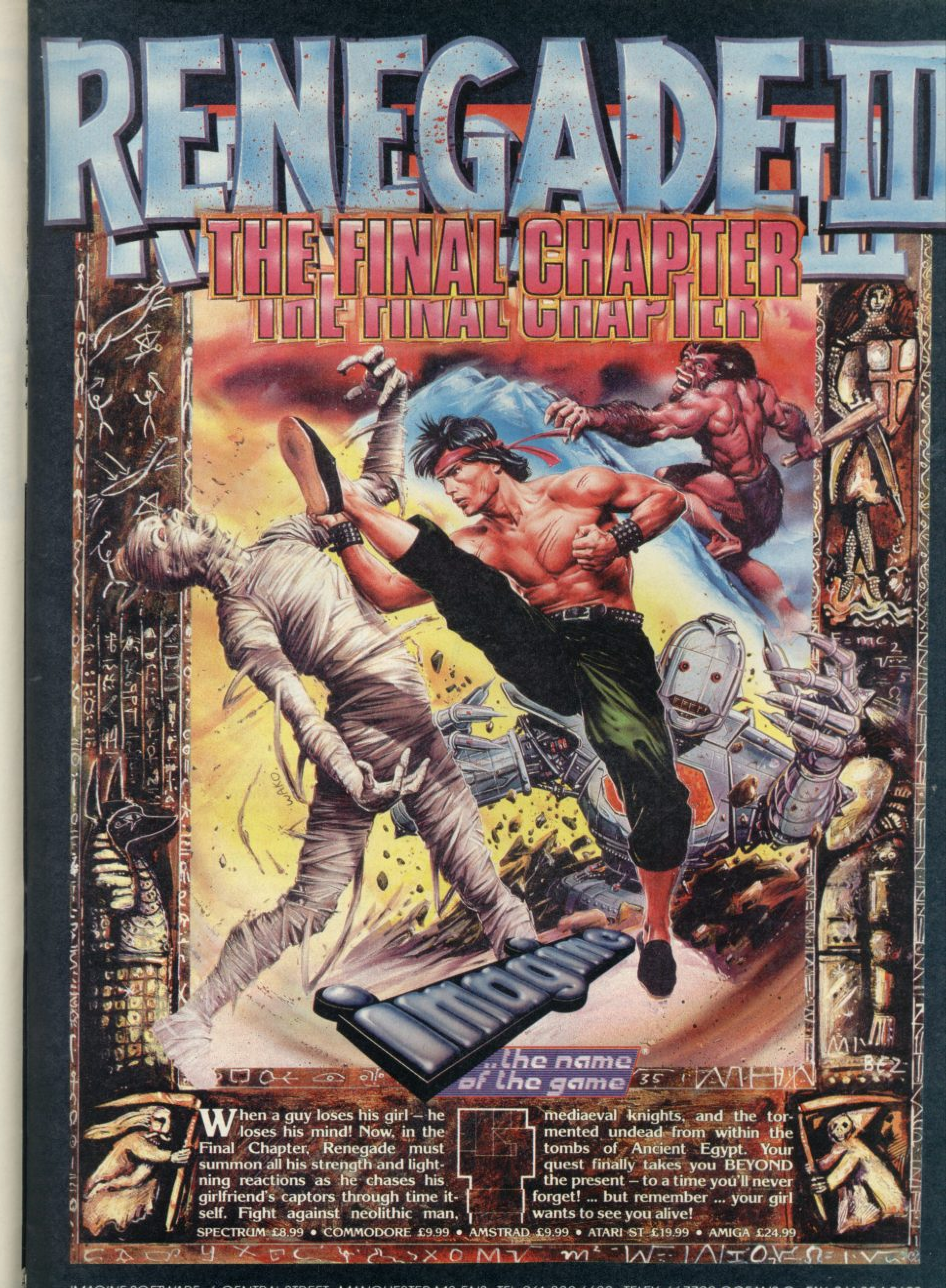
GRAPHICS	SOUND
68	68
66	71
PLAYABILITY	LAST ABILITY

Fair underwater shark shooty game. Strategy bit too tedious.

Reviewer: *Alison Skeat*

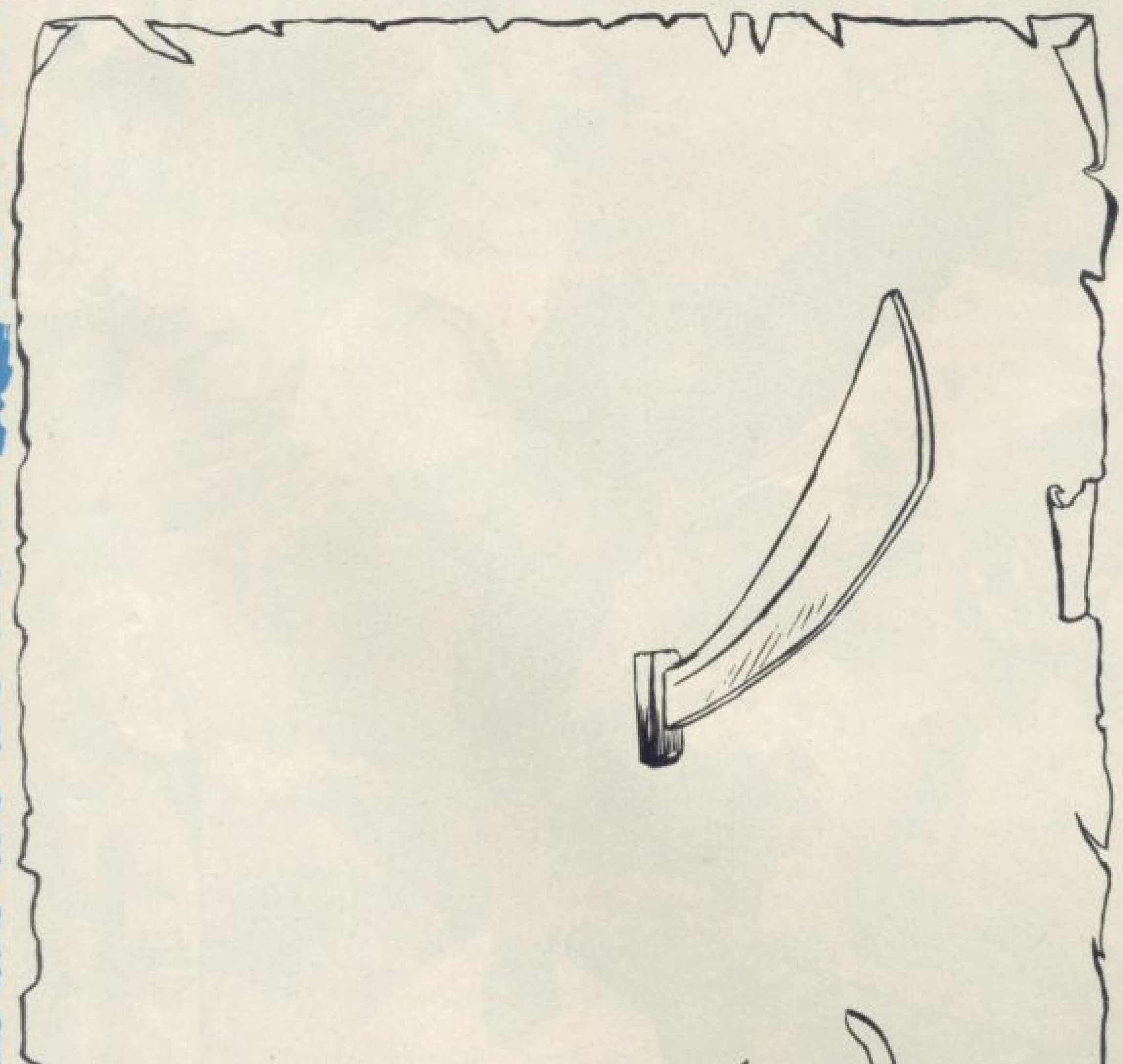
OVERALL **63**

10 20 30 40 50 60 70 80 90


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THE LONE W

Take home this super Sharp QT43CD complete entertainment outfit and a whole host of fantastic signed Lone Wolf clobber thanks to SU and Audiogenic!



Ha ha! So you thought last month's compo was the absolute in fab prize give-aways did you? Well take a little look at the bee-ootiful piece of micro-circuit technology here and think again!

The more informed among you will instantly recognise this item as the rather exclusive Sharp QT43CD. And you'll not need telling that it is the end to all home entertainment misery.

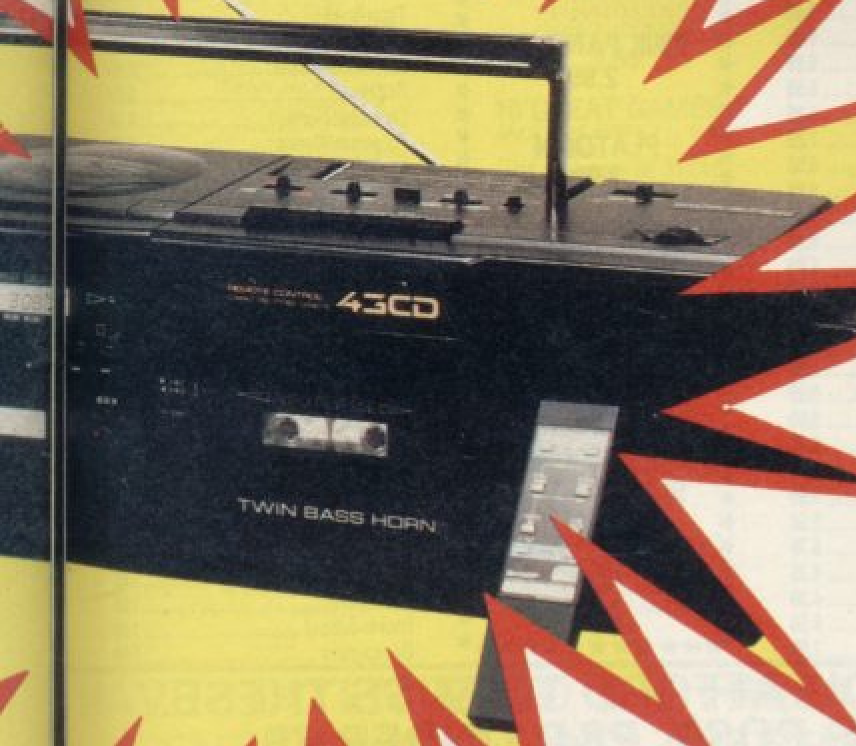
Encapsulated in its tiny, almost pocket-sized (Are you sure? – JD) frame, are housed a myriad of glorious features.

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WOLF COMPO



(probably stands for Quite 'Triffic) 43CD will go to the first prize winner of our fab compo.

"And what," you may well ask "on earth has a miracle of modern technology like this got to do with the release of Lone Wolf?" And we'd answer that yes, fair enough, it's got nothing at all to do with the game, but so what?

Items that have got rather a strong link to the game is the other part of the compo prize which are signed copies of the two new Lone Wolf books. Both Joe Dever and John Grant have inscribed their valuable monickers on TEN copies of both *Eclipse of the Kai* and *The Dark Door Opens*.



You may also fancy yourself in one of the TEN Lone Wolf T-Shirts we've got up for grabs. What You Have To Do:

Look at this rather mysterious expanse of whiteness here. Just screaming to have something drawn on it, isn't it? Well, here's your chance. We want you to design, sketch and draw your worst nightmare in the monster stakes, a foe tough enough even to make Lone Wolf have trouser traumas. It doesn't matter if it's black and white or colour, just so long as it's fab. There are no age range specifications – we're not Blue Peter. So get sketching and may the most bizarre and warped imagination win. Sorry we cannot return your entries.

Finished? That was quick. Right, cut out your pic, write your name and address on the coupon and send it to: "Watch Out! There's a Horrible Monster In This Envelope!" Sinclair User, Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU.

The Rules:

EMAP and Audiogenic staff aren't allowed to enter the compo. Neither are people who find polar bears frightening, or people who are currently completing a six year scholarship at the Royal Academy of Doing Good Pictures. Closing Date: August 31st.

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TONY

BARBARIAN

This game is so cool it deserves 192 rather than 92%. If I were the ed (you're not mate, I am and don't you forget it – JD) I'd fire Dillon because Prince Charles could do better (not on Dillon's salary he couldn't – Alison). It's just so smooth the way Barb' walks down the ladders. Tony Dillon is such a crud reviewer. Lastability 89? What? You can't be serious.

I've had this game since chrimbo and I haven't stopped playing it yet (well not quite). The graphics are brilliant, mind you I don't like the icon idea. So fire the idiot.

Mark Hooper
Chilton, Co. Durham
AN SU CREW BADGE IS BACKSTROKING UP THE THAMES TO YOU AS WE SPEAK

● *Let's be realistic. The Barb was indeed pretty damned fantastic, but 192%?! We think not. Let's face it, nothing is ever worth 100%, or it would be absolutely perfect, which of course is impossible.*

ZYBEX

After reading your mega review, I rushed to the shops and bought **Zybex.** I loaded it up and my eyes popped out of my head as I played. This game is so slick and fast and totally spondicious that it'll blow your brains out.

At £2.99 you can still afford to buy another 4 copies of SU and still have change of £10.

It's wicked, buy it now.

Mark Wightman
Flackwell Heath, Bucks
THE DILLON IS GIVING AN SU CREW BADGE A PIGGY BACK TO YOUR HOUSE

● *We need say no more.*

ROBOCOP

Robocop is the future of law enforcement, and in my view, a milestone in the future of Spectrum games. This game deserves not 94% but maybe 90% because it's a little too easy.

Tony has showed his superior talent at reviewing games but has really hit the nail on the head with **Robocop.** The sound and speech synthesis in 128K is utterly brilliant. The Music throughout the game and the amazing speech are just like the film. The graphics are superb, have you seen Robocop walking, shooting above and below, it's superbly realistic.

My only criticism about the review is that Tony doesn't take into consideration how easy the game is and for this **Robocop** should have received a lower score.

Tony is my favourite reviewer and **Robocop,** even though it's easy is my favourite game. The mag is brilliant.

Patrick McGivern
Co. Down, Ireland
AN SU CREW BADGE HAS JUST HOPPED ONTO ITS MOTOR SCOOTER TO YOUR HOUSE

● *Lawks! Reasoned comments ahoy! Glad you agree with us on the Big R.*

STREET GANG

Tony, have you got brain damage or something, giving a mega crud game like **Street Gang** 54%. It should have got 4. I agree that the graphics are pretty fab but it's dead easy, I finished it on my fifth go with four lives left.

Also it goes a bit mad when you kill someone, it looks like you've just walked into a big lump of poo. I ain't very impressed matey.

Joseph Claro
Macclesfield, Cheshire
AN SU CRED BADGE HAS JUST BOOGIED OFF IN YOUR DIRECTION

● *Tony is currently recuperating in the 'Bide-a-wee' home for burned-out reviewers. He said from his hospital bed "murmurgurglephoop". And he means it most sincerely.*



CHRIS

LAST NINJA

Last Ninja 2? Last Ninja poo more like. Do you know how long it took me to get used to this flamin' game? No time at all. I flushed it down the bog after I got onto the second screen. It didn't deserve 2%. Here are my ratings:

Graphics	91%
Sound	18%
Playability	1%
Lastability	0%

Whoever reviewed this should be dragged out into the street and shot.

Chris 'Killer Cheżmo' Cherry
Burscough, Lancs
AN SU CREW BADGE IS BEING DELIVERED BY SPECIAL COURIER TO YOU (not really)

● *BLAM!*

DOUBLE DRAGON

Your mag is Mega cool apart from Chris Jenkins review of **Double Dragon.** Do you need a new brain or what? **Double Dragon** is cool. It's nothing like **Target Renegade** and it's got great characters. You're right about the backgrounds though. It deserves much more than 51%, at least 82%. So go and stick your review down the toilet.

Everybody buy this game, it is fab.

Richard Japheth
Angelsey, Wales
AN SU CREW BADGE HAS PEDDLED OFF ON ITS BIKE TO YOU

● *D.D. isn't cool at all, you blathering weirdo. The action is slow and jerky, the graphics look like jelly babies and it certainly doesn't capture the excitement of the arcade game. Target Renegade is a much classier entity.*

OPERATION WOLF

Jim was well right in giving **Operation** 'dead in seconds' **Wolf** 90%, but I'm not so sure about the Classic.

One thing that really bugged me off was stage three; there were more people in that than in a chinese laundry (?!?). As for stage five you are sitting there happily shooting the hell out of soldiers when a bald vicar comes across the screen with a sack of spuds. If you miss, it splats a sign saying "thank you" on the left of the screen and looses you a tank, but if you hit it it flys into the sky with a polo mint stuck on its head. The easy bit is shooting the blokes that play rolly polly on the floor.

Stuart G Hart
Chadderton, Lancs
AN SU CREW BADGE HAS GONE BY B.R. TO YOUR HOUSE (it'll never arrive)

● *Ooer! More reasoned thought! I don't think we can handle it here! Watch out for Operation Thunderbolt – the sequel – soon!*

te stuff



JIM

ROBOCOP

This game is daylight robbery. It is so boring I thought I would play **Manic Miner** instead. When you have run out of ammo you don't stand a chance of getting any bullets, and up pops the guy who seems to know your secret and kills you. This game deserves 3***.

Stuart Smith
Leeds
AN SU CREW BADGE IS SKATEBOARDING UP THE M1

● ***No wonder there's so much crime about these days – people like you Stuart, who are off their bloomin rockers inciting people to give them a good smack! You shouldn't be so careless with your shots, and you'd get along much better. Methinks you haven't found the later levels yet.***

THE REAL GHOSTBUSTERS

Jim 'totally blind to all good software' Douglas has, yet again, boobed (can we say that – Wayne)!! What am I talking about you may well ask? **The Real Ghostbusters,** of course.

How could he give such a wicked game a mere 65% overall? This game should have received at least 85% with only the graphics in mind. It is just SO colourful, with little colour clash. Why then, in the so called 'FAX BOX' were the facts overlooked and the graphics given only 65%.

And then there's the playability, addictiveness and sheer amount of levels. The Real Ghostbusters is totally amazing. How could it receive such a low mark?

Danny Hill
St. Ives, Cornwall
AN SU CREW BADGE HAS JUST RUN DOWN THE ROAD TO YOUR HOUSE

● ***Tosh! I stand by my marks! The graphics are indeed colourful, but they've all got a big black line round them to hide the attribute clash. Very poor. Totally amazing?. Non.***

LED STORM

Jim, what have you done? Why only 65% for **Led Storm?** This game deserves a classic. Everything about it is fantastic.

The way you can jump over gaps in the road is brill, and the speed is simply unbelievable. The graphics, scrolling and 128K sound are first class as well. Everyone should buy this game at once.

Andrew Roberts
Oldham, Lancs
AN SU CREW BADGE IS WHOOSHING UP THE NORTHERN LINE RIGHT NOW

● ***I think I had my grumpy head on (wah? – A.S.) when I did LED. Actually you're right about the speed element, but the depth of gameplay just isn't there.***

DOUBLE DRAGON

I think this is a naff game because it is very easy and I completed it on my fourth go. I think there should be more enemies. I also think there should be more colour and weapons on the screen, but the sound effects are ok (but not brilliant).

At the end of **Double Dragon** when you have killed Willy I think it would be better if you could pick up the machine gun and blast the rope which is above your girlfriend and let her run to you etc.

Jonathan Michael Ing
Stamford, Lincs
AN SU CREW BADGE IS WHOOSHING BY HOVERCRAFT TO YOUR DOOR

● ***Aye, we weren't too impressed with the Dragon either. Thankfully, Virgin's Silkworm and Gemini Wing look a great deal better.***

VICTORY ROAD

I'm writing to let you know what I think of **Victory Road.** It is about as exciting as my history lessons. I fell asleep at my computer desk. Now and again you get a flying wuzzel that pounces on you which really annoys. At a certain part in the game you go into a square which takes you into a different screen, then you have to grenade a moving head that spits out soldiers at you and makes a moaning noise, yawn, so easy.

The sprites are as big as an ant's filling. The best thing about this game is the blasting effects, but that's all.

Victory Road deserves about 56% and no more. Sorry Chris but it's just not my cup of orangeade. If anyone out there can't get to sleep at night, load up **Victory Road** and you will fall asleep staight away.

Nicholas Bawden
Henley, Bristol
AN SU CREW BADGE IS STRAPPED TO A PIGEON'S LEG AND FLYING OVER YOUR HOUSE

● ***Harsh words indeed, Nick. Is it really that bad? I don't think so. Pretty fair conversion we feel.***

ALL CHANGE ON THE WRITE STUFF!

All right all right! You think we talk a lot of nonsense, do you? You think we can't tell an SU Classic from a 15% clunker? Well this is your chance to set the record straight.

Every month we'll devote the Write Stuff section to your thoughts and opinions on games. Is Jim mad? Tell us so! Is Tony the coolest thing since ventilated boxer shorts? Let us know! Is Chris the best software reviewer in the galaxy (hem-hem)?

Instead of insulting you by offering you money, if you get your contribution to the Write Stuff published you'll get an EXCITING EXCLUSIVE SU BADGE, so the whole world will know that your words have been immortalised in SU. Starting next issue the best letter will also get a £20 software bundle (of our choice, before you ask).

So if you have any opinions on recent games we've reviewed (or even ones we haven't), write your review and send it to us together with the completed form below.

Keep your wodge under 150 words, try to avoid blasphemy, obscenity and libel and send the lot to Write Stuff, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

NAME ....

ADDRESS ....

.... POSTCODE..................

CRAZY CARS II

It's another amazing SU competition!

DRIVE LIKE A MAD THING!

But Dad, let me explain, when my football rolled under your car I thought if I just reversed it back and then, I guess I must have pressed the accelerator a bit hard and it shot down the street and smashed into an oncoming meals-on-wheels van. Then it whooshed off down the road all sort of out of control, but luckily this tree jumped into the road and slowed us down a bit. The man at the garage says it



won't cost much to clean the hotpot off the upholstery and remove the branches from the exhaust... please don't be angry Dad, don't hit me with that shovel again... whaaaaaa.

Now, if you hadn't tried to be flash by pretending you could drive Pa's motor, none of this would have happened would it? You'll just have to wait until you're 17 (you'll probably be grounded until then anyway) and old enough to shoosh about in your own jam jar. OH NO YOU RUDDY WELL WON'T MY OLD MOTOR MANIAC.

Thanks to those great guys at Titus you now have the chance to cruise about in a motor mobile in our Crazy Cars 2 compo. But not just any old motor, this is a special racing car and you'll have the chance to drive around the track at Brands Hatch – completely berilliant or wot???

You pick the day you wish to visit and the people at Brands Hatch will give you the following:

1. A video briefing session to teach you the finer points of track driving.
2. Safety tips down on the track with your own personal instructor.
3. Three laps around the track in an XR3i with your instructor keeping an eye on you.
4. Driving analysis after 3 laps plus an analysis sheet to take home with you.
5. The fright of your life as your instructor whooshes you and the XR3i round the track.
6. The chance to drive a single seater racing car.

Now all you have to do is answer the questions below and send the coupon to us for your chance to handle a real crazy car (sorry 'bout that).
So get to it people.

What does Nigel Mansell drive in his spare time?
a) A red bus b) a fridge on wheels c) everybody round the twist.

Complete the following title of a previous Titus game?
Crazy .... (don't count the dots, that would be too easy).

If you win which of the following cars will you drive at Brands Hatch?

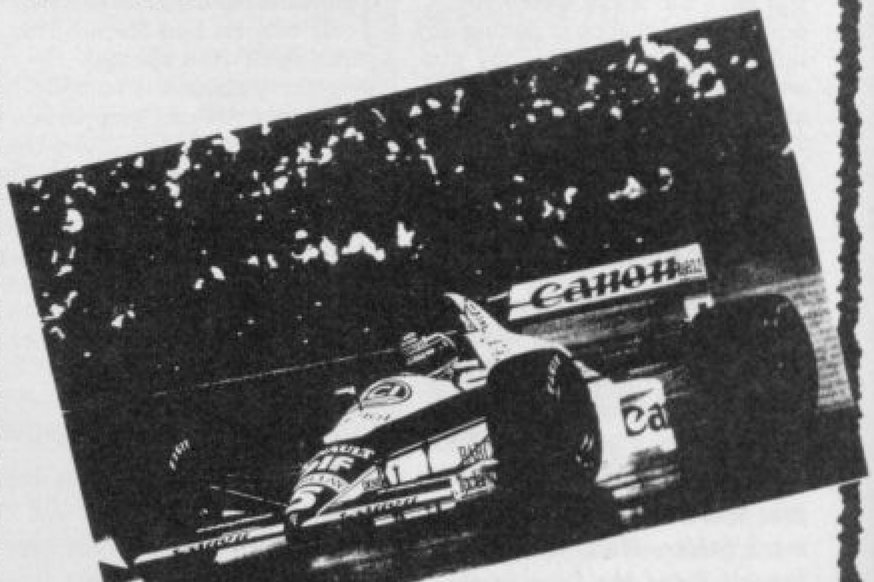
a) Escort Mk 1 b) Escort RS2000 c) Escort XR3i.

Name:..

Address: ....

....

Send your entry to 'Brands Hatch here I come, zerooooooom', Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF. Closing date 31st August 1989. The Workers of EMAP and Titus and their families and friends and neighbours must not enter this compo.



BUDGET 10

SINCLAIR user

COMPILED FOR SINCLAIR USER BY GALLUP

1	(1)	**TREASURE ISLAND DIZZY** Well you just can't get enough of this chap can you?	CODEMASTERS £2.99	60%
2	NEW!	**CUP FOOTBALL** No! No more!	D & H GAMES £2.99	UR
3	NEW!	**SOCCER STAR** Aaaaarrgh!	D & H GAMES £2.99	UR%
4	NEW!	**TURBO ESPRIT** Re-released race sim. Fair.	ENCORE £1.99	UR%
5	(3)	**STREET GANG FOOTBALL** Lovely graphics but no real game	PLAYERS £1.99	54%
6	NEW!	**SHANGHAI WARRIORS** Ditto	PLAYERS £1.99	UR
7	NEW!	**TWIN TURBO V8** Disappointing race game from the Codies	CODE MASTERS £2.99	59%
8	NEW!	**THE REAL GHOSTBUSTERS** Adequate conversion of TV cartoon	MASTERTRONIC £1.99	65%
9	(2)	**SAS COMBAT SIM** Not very simulatory or SASish either	CODE MASTERS £2.99	58%
10	(6)	**JOE BLADE 2** Dropping even further this month	PLAYERS £2.99	55%

1	ROBOCOP	OCE
2	RENEGADE 3	IMA
3	DRAGON NINJA	OCE
4	OPERATION WOLF	OCE
5	WEC LE MANS	IMA

1	EMLYN HUGHES IS	AU
2	WAR IN MIDDLE EARTH	ME
3	FUN SCHOOL 2	DA
4	FM2 EXPANSION KIT	AD
5	HEROES OF THE LANCE	US

COMMENT • FULL PRICE

Sock! Still there at number 1. Can no-one save the poor chart from Robocop's brutal domination? Bosh! Emlyn Hughes storms up from last month's new entry at No 3 to the No 2 position. Emmy's doing well. He knows it, he knows it. Kerzonk! Renegade III kicks and punches its way to No 3. A certain chart topper, take our word. Pfft! Little action elsewhere this month, merely a re-shuffle of last time's positions. We predict a similar scenario before the big autumn releases.







CHARTS COMMENT • BUDGET

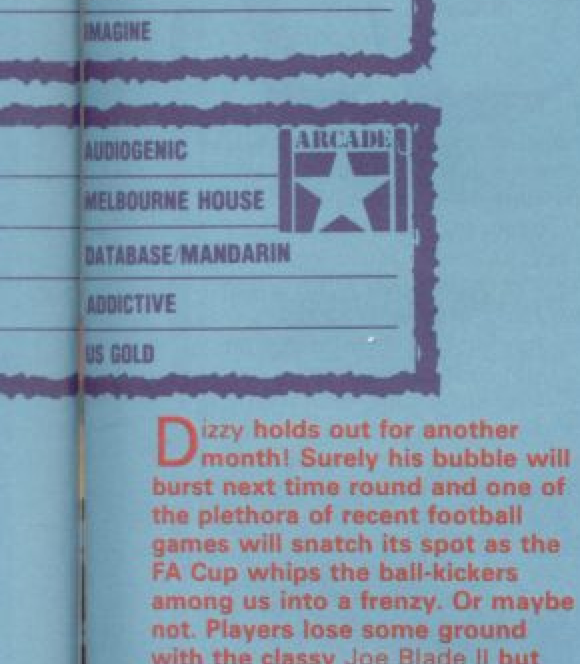


SU CHARTS

SIMULATION
OCEAN
IMAGINE
OCEAN
OCEAN
IMAGINE

ARCADE
AUDIOGENIC
MELBOURNE HOUSE
DATABASE/MANDARIN
ADDICTIVE
US GOLD

Dizzy holds out for another month! Surely his bubble will burst next time round and one of the plethora of recent football games will snatch its spot as the FA Cup whips the ball-kickers among us into a frenzy. Or maybe not. Players lose some ground with the classy Joe Blade II **but some back with** Shanghai Warriors **and** Street Gang Football**. A number 1 on the way?**

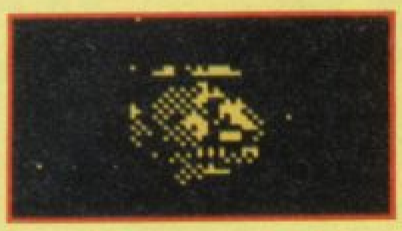


FULL PRICE 20

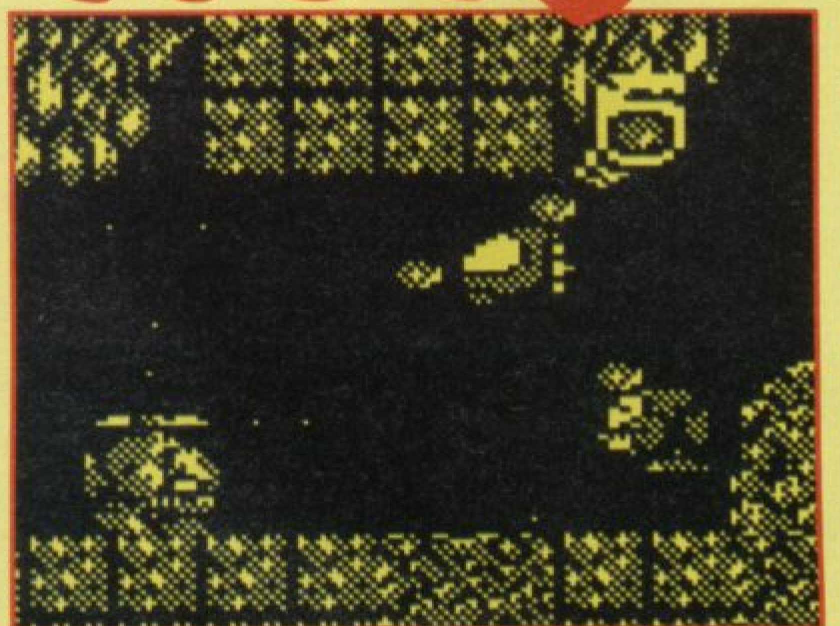
1	(1)	**ROBOCOP** Nothing is going to shift this chappie	OCEAN	£8.95	94%
2	(2)	**EMLYN HUGHES I.S.** Still hanging in there – you just love this one	AUDIOGENIC	£9.99	91%
3	NEW	**RENEGADE 3** Time travelling escapade – not bad	IMAGINE	£7.99	71%
4	(5)	**DRAGON NINJA** Another kicky kicky – but a good one	OCEAN	£8.95	78%
5	(4)	**OPERATION WOLF** Looks like Ocean are going for world domination	OCEAN	£8.95	90%
6	(3)	**WEC LE MANS** One of the best racing games ever, ever	IMAGINE	£8.95	91%
7	(6)	**IN CROWD** Good value compilation	OCEAN	£14.95	80%
8	(7)	**DOUBLE DRAGON** Disappointing karate caper	MELBOURNE HOUSE	£9.99	51%
9	NEW!	**RUN THE GAUNTLET** We're thinking of renaming this the Ocean Full Price 20	OCEAN	£8.99	80%
10	NEW!	**ARCADE MUSCLE** Corking arcade compilation	US GOLD	£12.99	UR
11	(9)	**PACLAND** A must for Pac-loons	GRANDSLAM	£8.95	70%
12	(8)	**WAR IN MIDDLE EARTH** Blend of every genre	MELBOURNE HOUSE	£9.99	79%
13	(11)	**FUN SCHOOL 2** Zany educational romp	DATABASE/MANDARIN	£5.95	UR
14	NEW!	**FOOTBALL MANAGER 2 EXPANSION KIT** Just when you thought you had enough control . . .	ADDICTIVE	£9.99	UR
15	(12)	**GARY LINEKER'S HOTSHOTS** Gazza footy extravaganza	GREMLIN GRAPHICS	£7.99	UR
16	(13)	**AFTERBURNER** Slowly dropping off the edge of the chart	ACTIVISION	£9.99	90%
17	(15)	**THUNDERBLADE** Fab conversion of a good coin-op	US GOLD	£8.99	87%
18	RE	**GAME SET AND MATCH** Good collection of sports makes a comeback	OCEAN	£12.95	84%
19	(14)	**BATMAN** First-class Batman scenario	OCEAN	£8.95	90%
20	(18)	**HEROES OF THE LANCE** Looks like this one's on its way out	US GOLD	£9.99	70%







MR HELI



Engine one on. Woop. Engine two on. Woop. Rotor engage. Chug chug chug chug chugchagchugchug wugga wugga wugga wugga. Go **Mr Heli** go!

And go he does, through three levels of explosive multi-scrolling mayhem. Bullets fly (and so does Mr Heli) enemies die and not a single bit of colour clash or flicker. Excellent.

Mr Heli was an amazing arcade game. Not graphically or sonically amazing (even though it does have a pretty addictive soundtrack), but it was amazingly playable. You are a little helicopter who happens to wear DM's (my kinda chopper). You're no ordinary helicopter (I'd guessed that much already – The rest of the world). You are a helicopter with a mission. Your mission, save the world (Didn't Queensryche sing that one?). There is, as usual, a huge evil force that is trying to take over the world of Mr Heli, and Mr Heli has to go through three levels, each three parts long and wipe out everything.

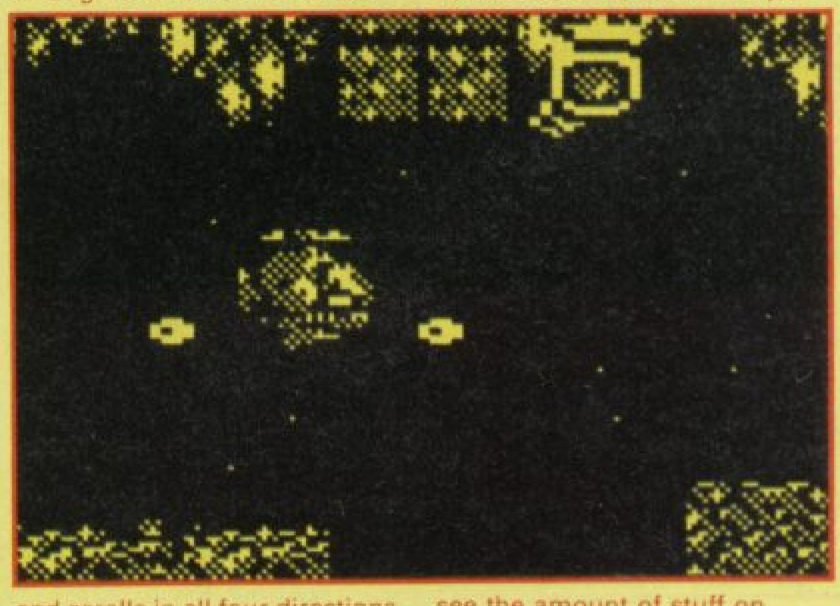
First section has you flying through a cavern, that twists and scrolls in all four directions, though not all at once, of course. Aliens fly on from random directions and you have to take them out. To start with, this isn't too easy, as all you have is a pathetic little single shot gun and an upward firing missile launcher. As you fly along, taking out certain areas of the walls results in crystals falling from the destroyed areas of scenery. Collecting these crystals provides you with money, and the more money you have the better weapons you can buy (when you are offered them at certain points in the game). A fully armed Mr Heli consists of bomb launchers, three way autofire, a shield, four homing missile launchers and an upward firing missile launcher. With that little lot, you're about as close to being indestructable as you can get.

The second section in each level is a push scroll maze. First find and activate the lights by shooting them, which isn't easy because you can't actually see anything when the lights are off. Make it to the end of the maze, and you get to fight the nasty mother alien, who is big (a third of the screen) and deadly. Kill it and, guess what, you get to the next level.

The graphics are fab. Well detailed and smoothly animated, sure, but when you see the amount of stuff on screen at any one time, you'll be amazed. Not an ounce of flicker, not a touch of jerkiness. I was impressed, and that's saying something. (Yes, its saying you were impressed, isn't it? – JD).

It plays really well too. Addictive, fun and fast, though never frustrating, **Mr Heli** has got it's difficulty level set perfectly. Well done Probe.

A near perfect conversion, bar the lack of colour. Perhaps not quite a must buy but fans of the coin-op should check this one out■



ARCADE REVIEW

FAX BOX

MR HELI *Label:* ***Firebird*** *Author:* ***Probe***
Price: ***£9.95 £12.95*** *Memory:* ***48K/128K***
Joystick: ***Various***

GRAPHICS	SOUND
82	79
81	80
PLAYABILITY	LAST ABILITY

A fine conversion. Feel and smell of the original machine.

Reviewer: Tony Dillon

OVERALL **80**

10 20 30 40 50 60 70 80 90

GAMES REVIEW!



SUPER KID

Life's great when your uncle is one of the greatest minds ever to walk the face of the earth. (That's what my nephew keeps saying – JD). Life then gets even better when that same uncle spends most of his life working on the theory of human flight. Things get even better better when your uncles accidentally leaves the door to his study open and leaves an untested flying potion disguised as a glass of lemonade. And funnily enough, you just happen to be thirsty.

And thus bgins the legacy that is Atlantis' newie, Superkid. Not only have you been blessed with the power to fly, you've also been gifted with super strength. You are now so amazingly strong that all it takes is one little punch from your mighty little fists and enemies simply explode and disintegrate on the spot.

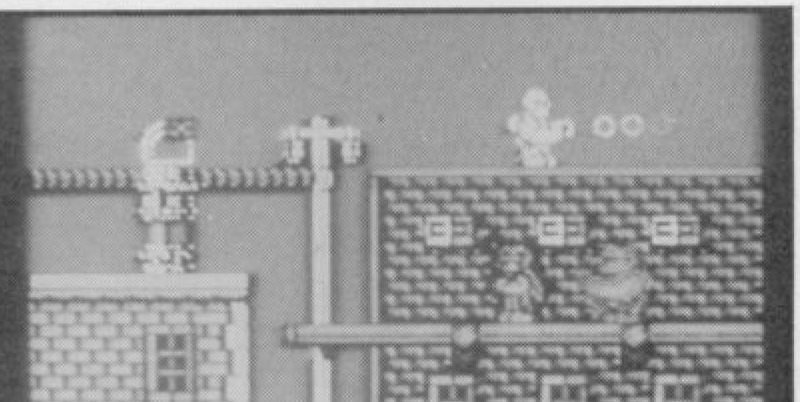
The aim: Be your average everyday superhero and protect all the innocent civilians of Boring New Town from all the bad guys. You can spot the bad guys a mile off, they are the ones who wear the stripey shirts and the black eye masks. They also pack pistols and shoot old ladies. I for one am all for euthanasia, but in the role of Super Kid, you aren't. And people say computer games are fun.

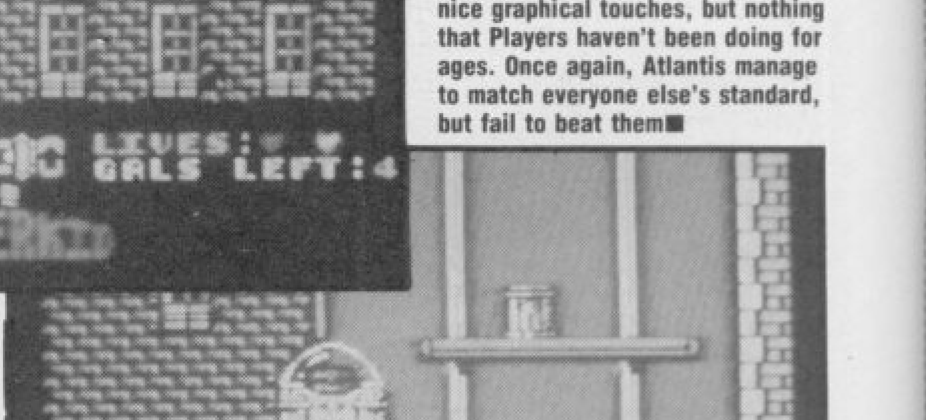
Probably the most striking feature about this otherwise run of the mill screen arcade move-'em-up is the large amount of colour splashed about. Sure clash abounds, but it's not a bad thing. I think it successfully captures the feel of a city not entirely unlike New York, complete with the smell of the smog and the reflective glow of the neon signs.

The graphics aren't amazingly huge, but they are well defined. Super Kid runs, jumps, flies, the works. His cap flaps, his hair blows, his tights, well do whatever it is that tights are supposed to do, apart from hide all your varicose veins and red blotches on your legs. The bad guys look like bad guys. The old ladies look like old ladies. The girls falling off the buildings look like girls falling off buildings.

There are some nice touches in the ront end details; scrolling messages like "Superkid where are you!" and "Crimewave Overload!" keep you alert.

Super Kid is a very average product. Amazingly so. It has some nice graphical touches, but nothing that Players haven't been doing for ages. Once again, Atlantis manage to match everyone else's standard, but fail to beat them■





ARCADE REVIEW

FAX BOX

SUPER KID *Label:* ***Atlantis*** *Author:* ***In-house*** *Price:* ***£1.99*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

GRAPHICS	SOUND
76	72
71	70
PLAYABILITY	LASTABILITY

Fairly run-of-the-mill sort of game. OK. Again.

Reviewer: Tony Dillon

OVERALL **71**

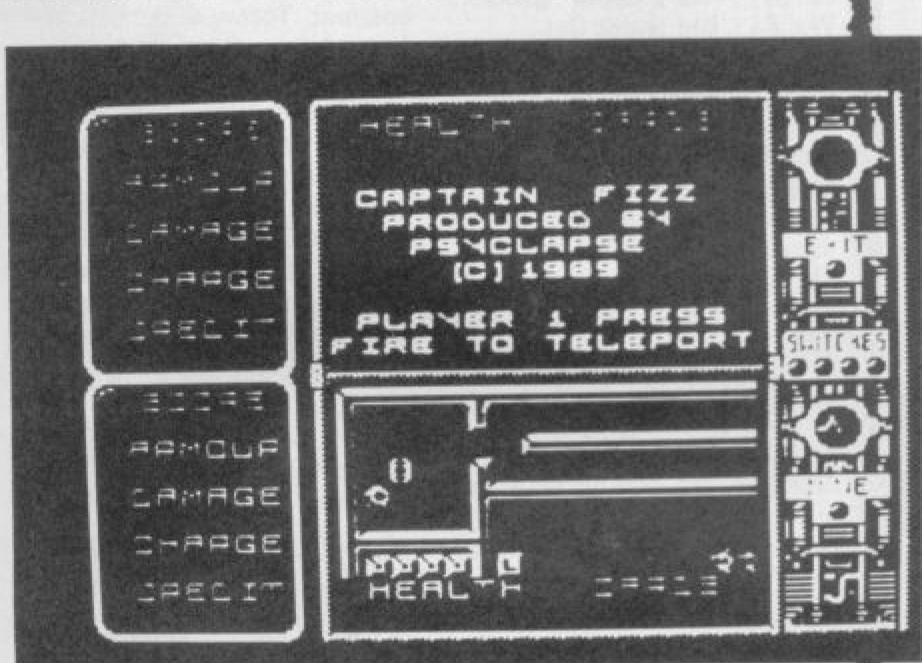
10 20 30 40 50 60 70 80 90

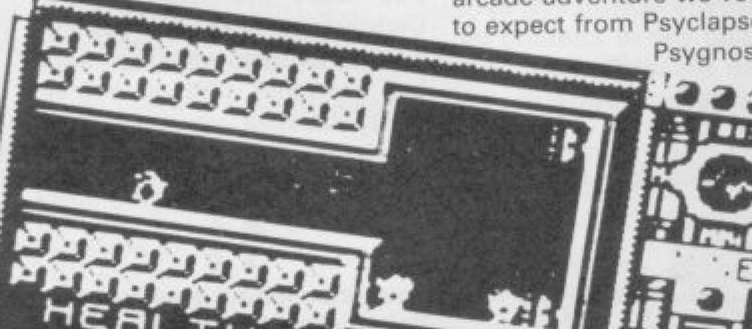
~CAPTAIN~ FIZZ

MEETS THE BLASTERTRONS

It doesn't inspire you with hope when you realise that the zappy artwork on the cover of a new game appeared on a paperback several years ago – no expense spared, eh chaps? It wouldn't be so bad if the screenshots of the game looked marvellous, but they don't; tiny little sprites placed in a two-dimensional maze, surrounded by meters and readouts which conspire to make the playing area relatively small. "No", I thought, "That must be some sort of introductory screen – that can't be the real game. I expect the real game is some sort of three-dimensional vectorgraphic artificial intelligence space strategy shoot-'em-up with go-faster stripes." It isn't.

Captain Fizz Meets the Blaster-Trons certainly boasts the worst title of all time (OK OK, I know it's meant to be a jolly laughey satirical version of titles from the dawn of software history, but you can only get away with playing for laughs if the game's any good). What the title doesn't give away is the fact that what we have here is basically an inferior **Gauntlet** clone, notably only because it has a simultaneous two-player mode which probably demanded some nifty programming. But it's not the sort of graphically sophisticated arcade-adventure we've come to expect from Psyclapse/Psygnosis.





There are twenty levels of so-called "action", involving guiding your tiny blob around flip-scrolling mazes representing alien complexes. The aim is to destroy the aliens' master computer; to do this you have to wipe out the alien generators, collect keys and passes to other levels, and work your way through the system of one-way doors.

Each player has a control key for a "blitter-bomb" in addition to their standard joystick/key controls for movement and laser fire. It's easier to work together to solve certain problems; bear that in mind if you don't always have a partner to play with. It can get pretty frustrating trying to handle two joysticks yourself.

The usual **Gauntlet** features are there; energy, armour and credit cards to pick up, fast-moving weeblies to avoid or blast, sliding doors to negotiate, destructive barriers to cross, moveable objects to shove around and transporters to enter. So, if you enjoy the sheer challenge of **Gauntlet**-type games and don't mind the lack of graphical sophistication, you might find **CFMTBT** reasonably engaging.

Sound is pretty good too; a muteable game tune with all the funk you might require, and a range of zaps and bleeps which inform you when you've achieved some worthwhile objective.

Not a complete write-off, then, but a pretty unambitious game to stick in such a flashy box and sell at full price■

ARCADE REVIEW

FAX BOX

CAPTAIN FIZZ MEETS THE BLASTER-TRONS Label: ***Psyclapse*** *Author:* ***Clockwize Software*** *Price:* ***£9.99*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

GRAPHICS	SOUND
48	70
59	40
PLAYABILITY	LAST ABILITY

Disappointing Gauntlet-type maze number.

Reviewer:

10 20 30 40 50 60 70 80 90

OVERALL **54**

GAMES REVIEW!

Wayne's Big

Have you ever wondered how teen twonk Wayne Smedley spends his time when he's not being abused and humiliated at SU? No? Well, neither have we. But, as a dire warning of how things could turn out if you don't pay attention in Biology lessons. SU is proud to present the fantasy roll-playing game to end all fantasy role-playing games... Wayne's Big Night Out.

Now you KNOW how to play these games, so don't mess about. Read the opening section then move to the paragraph number of your choice. If you have to get into a fight, just throw a dice, double the number, take away the first number you thought of and run like hell.

1

It's Saturday! You, Wayne Smedley, are getting ready for a Big Night Out. Your kagoule is polished, you've got your buss pass, you've combed the backs of your hands and you're ready for action. What's the LAST THING you remember to do before you go out! If you decide to squeeze your spots, go to 6. If you polish your glasses, turn to 7. If you tell your Mum not to wait up, turn to 8. If you slip one of Richard Branson's little packets into your pocket, turn to 9.



2

Now you have to decide where to go for your night's entertainment. Will it be the Sexy Boink Dolly-Bird Discorama? If so, turn to 18. How about the Orpington and District TrainSpotters' Annual Binge? Turn to 13. Or there's the Teeny Toddlers' Bop with Timmy Mallet – turn to 14. If you're desparate, try the Greenpeace Save the Whale Folk Singers Night. Turn to 15.

3

So you've chosen to fight the bouncer. Throw a dice. If you score 1-6, you are mashed into a thousand fragments and spend two years in a life support machine. Your night out is over go back to the start and try again. If the dice lands ON ITS CORNER, and sits spinning in place, you survivce your encounter and enter the Sexy Bonk Dolly-Bird Discorama. Go to 16.



4

You run away. You big girlie. Still, it saved you from having multiple lacerations, and next time you'll have the sense to stay at home watching The Krypton Factor, won't you?

5

As Timmy falls stunned to the floor, you take over the decks and spin those Kylie and Jason discs until the tinies go mad with excitement. Grabbing Timmy's mallet you lay about them like Conan the Barbarian, and a good time is had by all. You return home in the certain knowledge that Wayne Smedley is a kid who really knows how to have fun!



6

Bad decision! You squeeze a Giant Yellow Pusmonster, and the resulting mess makes you about as attractive as the SDP candidate at the next election! Now you'll have to spend the entire evening with your scarf tied around your face! Go to 2.

7

That final polish was just enough to wear through the lenses of your glasses, which shatter into a thousand fragments! Now you won't be able to see who you're chatting up down the disco. Perhaps this is a good idea. Go to 2.



8

Good boy. Now your Mummy won't worry about you. Even if you're knocked over by a bus and lie bleeding to death in a corporation skip. Perhaps it would have been better to let Mummy worry – at least she could have phoned the hospitals. Go to 2.



9

What a complete waste of time. You haven't got a chance of using those before the sell-by date. What were you going to do with a Virgin Atlantic airticket in Southend, anyway? Go to 2.

10

You leave the TrainSpotters' Club just as Lola Luscious the exotic dancer appears with her enormous buffers. You've really messed up your night out, haven't you? Go home and take up knitting.

11

You demonstrate your unparalleled knowledge of diesel-electric goods vehicles of the Southern Region and suddenly everyone wants to be your friend. People fight over the right to buy you a drink, women melt at your very glance and men burst with pride at your every patronising word. It's been a great night out and you return home blind drunk and smeared with lipstick.

12

The gorgeous dolly-bird puckers up and gives you an amazing snog that makes your ears wiggle! "Blimey!" she squeaks, "I've been waiting all

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TASPRINT (CASS) **£8.90** (M/D)	£9.90
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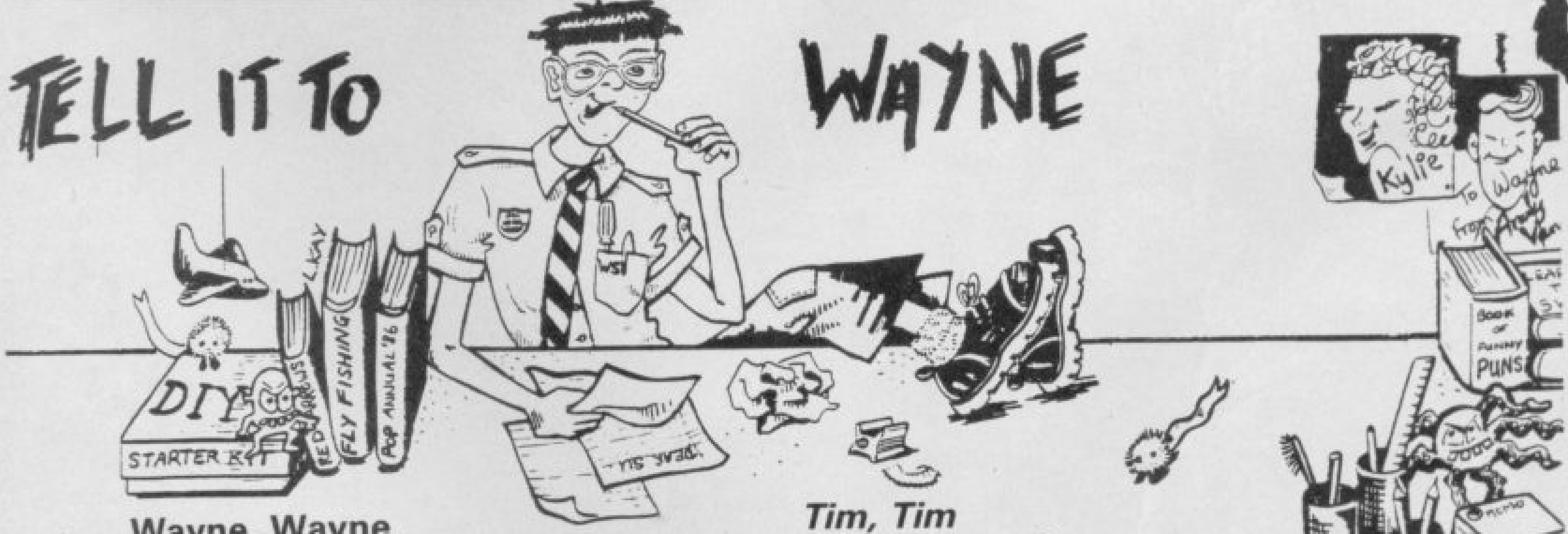
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Night Out

my life for an offer like that!" She is obviously demented, but your luck is in! Whisk her off to Chateau Kissey for dinner for two and a SPECIAL dessert! Your Saturday nights are going to be busy for the foreseable future!



13

At the Trainspotters' Club, things are hotting up. Someone's brought out his album of saucy snaps of misaligned bogie couplings, while in the darkened corner an excited group is watching a video of two shunters, er, shunting. Do you give up in disgust and go home (turn to 10) or try to strike up a conversation regarding the superiority of Great Eastern electrified rolling stock of the late 50's over Portuguese flatbed dollies of the late 30's (turn to 11).

14

At the Teeny Toddlers' Bop, Timmy Mallet, your all-time hero, is jumping up and down with excitement when he strikes his head on the ceiling. Do you leap to take over the turntables in the hope that noone will notice the substitution, (turn to 5) or burst into tears with all the other tinies (turn to 19).

15

Sticking one finger in your ear and speaking in a high whining voice, you enter the folk club. Women with painted faces are chanting to the Earth Mother. Naked babies are widdling in the non-alcoholic nettle punch. A man is singing about trees, while a Brazilian does a mime representing the plight of the three-toed sloth to the Amazon. You spot a rather attractive young lady wearing a T-shirt saying "Meat is Murder". Do you say to her "Yes, I could murder a kebab – d'you fancy one?" If so, turn to 21. Or do you just buy an I Love Ozone badge and get out? (turn to 22).

16

The discorama is full of curvaceous cuties strutting their funky stuff. You catch sight of one popsie who wouldn't be out of place on The Hitman and Her – long blonde hair, skintight day-glo dress, and an obvious case of amnesia in the underwear department. Do you come over all sweaty, wet yourself with fear and run home? Turn to 4. Or do you straighten your kagoule, march up to her and announce "Hi! I'm Wayne. I'm looking for a foxy chick like you to look after the keys to my moped!" Turn to 20.



17

The dolly-bird takes one look at your manly (hah!) frame and bursts out laughing. The entire audience joins in, adding taunts such as "Mr Weedy!", "What a Jiffy-Bag!", "I don't think much of your kagoule!" and "Eat my shorts, Spazmo!" Wet with embarrassment you slink home. Perhaps you ought to join the Cubs.



18

Down the Discorama, your entry is blocked (oo-er) by a hulking Bouncer (Strength 12, Intelligence 0). Do you choose to fight him (go to 3) or run like Ben Johnson on laxatives (turn to 4).

19

After the holocaust at the Teenies' Disco, you spend the rest of the evening trying to comfort blubbering infants (including yourself). It's been a complete washout, hasn't it? Next time stick to flower-arranging.

20

The sexy dolly-bird turns towards you. She looks you up and down, taking in your cool kagoule, your enormous facial blemishes, your speckled National Health spectacles and pudding-basin haircut. Suddenly there's a silence as the record ends, and you realise the entire crowd in the disco is waiting for her response to your amazing offer. Throw a dice. Score 1-3, turn to 17. Score 4-6, turn to 12.

21

The young lady beats you over the head with her Smiths album, and the entire audience give you a good ecologically-sound kicking. You limp home and resolve to spend your Saturday nights sticking pictures of Philip Schofield into your scrap-book.



22

Wearing your I Love Ozone badge, you are set upon by a group of militant anti-ecologists who pour effluent over your head and dump you in the river. Mum isn't going to be too happy about having to get those stains out of your Y-Fronts!

THE END

So remember kids, if you don't want to end up like Wayne, the best tip is to eat healthily, don't watch too much television and cut down on the cheeseburgers. Then you're sure to have a fab time and never spend your Saturday nights watching Bob Sez Opportunity Stinks!



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I'VE GOT THIS PROBLEM

Gizmo gone bonkers? Can't get your thingy connected? Don't be afraid to tell us . . .

. . . with my statements

Dear Deirdre, Playing a game on my 48K Spectrum produced the error message "Statement Lost 0:1", possibly because the joystick interface moved. The computer crashed when I tried to reload. Lots of tapes that had always worked before wouldn't load, and I got a few odd error messages.

Now I can't CLEAR above 32767. It looks like a permanent hardware problem to me, but what is it?

Kevin Mansell
Worthing

● What you've got there is a 16K Spectrum, a breed thought extinct for nearly five years. It was probably the joystick interface wobbling that trashed the top 32K of RAM, which is separate electronically from the rest of the memory.

If you're lucky, you'll have an early-ish Speccy which has got the 32K of memory in sockets on the board, which means you can take the old chips into a repair shop and get replacements without having to solder anything.

Do I look like Deidre?

. . . wot no cartridges

Dear Dr Rupe, I recently bought a Multiface One with Lifeguard from Romantic Robot, to go with the Kempston joystick interface I've got. This has a ROM cartridge slot, like the Interface Two. In the Romantic Robot advert it says that it will load a game from tape and save it to a ROM cartridge.

Where can I get these cartridges?

Ann Onymous
Fulchester

● You can't, and even if you could, you couldn't save games onto them from the Multiface. There were a few ROM cartridge games produced, and those were relics from the dawn of time (Space Invader, Hungry Horace, Backgammon).

You can make your own cartridges from standard electronic components though, but you need both a special board and a device (called an EPROM blower) to program the chip (a 27128) that holds the software. It's only really a good idea if you want to dedicate your Speccy to one special task, like controlling the central heating. Other than that, treat the ROM slot as an historical accident . . . bit like an appendix, really.

. . . with Rozzers and my +2

Dear Dr Rupe, My Spectrum +2, Interface One and microdrive has a strange problem – it won't load **Technocop** from Megatape 10. If I unplug the interface, the game loads. All of my other games load with or without the interface. What's going on?

Martin Smith
Swindon

● There are two possibilities here – first, that Technocop **has got some odd programming in it (I've seen some games programmers at work, and believe me – there are some very odd things that go on. Weirdsville, Arizona, man). This could activate the interface and make everything crash, but would have no effect when the interface isn't there.**

Since the Interface 1 takes up some memory, there's a chance that Technocop **tries to use that memory itself, which would be followed by a small war between the game and the microdrive software. Whatever, the best cure is to grin and bear (ahem) it.**

. . . with Maplin info

Dear Ms Rayner, A few issues back, you mentioned a data sheet for the AY sound chip from Maplin Electronics. After phoning about (and finding the stock code, which you didn't give us, whinge whinge gripe gripe), they told me that the sheet costs £6.50 plus 50p postage and packing.

Why didn't you tell us this, eh? Eh? Is the data sheet really the size of a large paperback book?

David Knill
North Devon

● Er . . . yes. Last time I looked, the data sheet was.

. . . with Alan Sugar's BASIC

Dear Duck, I've got this problem. I was looking through a listing of a BASIC program and there was no writing next to lines 30 and 80. How can I see what's there?

PS. Why does everyone seem to be taking the mickey out of Alan Sugar?

Greg Rogers
Ventnor
Isle of Wight

● Two possibilities here. First, that there's nothing but a space after 30 and 80 – some people do this just to make their program listings look good. Second, that the INK and PAPER have been set to the same colour to disguise the contents of the lines. The real programs will appear if you LLIST it to a printer; otherwise you can move the cursor across the line and delete a few characters. Eventually you'll see the line reappear as you delete the INK and PAPER settings.

Alan Sugar? Probably because everyone's waiting for him to produce an electric car with three wheels.

Duck. Hmmm.

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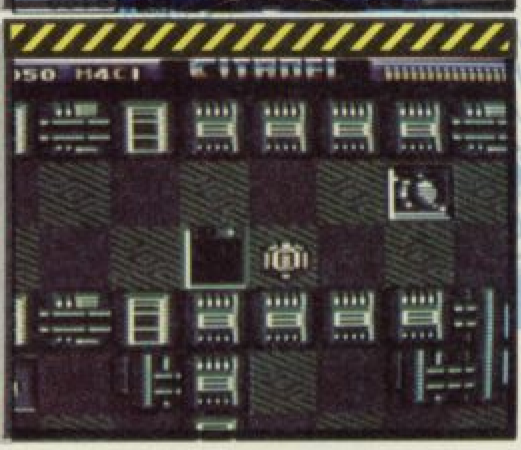
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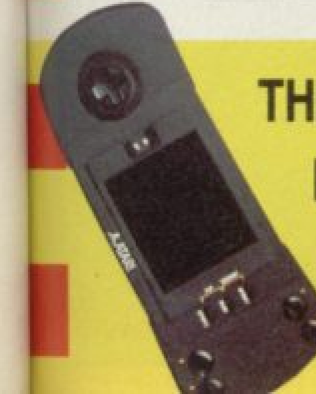
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EXCLUSIVE! CITADEL GREATEST C64 GAME THIS YEAR!



EXCLUSIVE! PC ENGINE/16 BIT SEGA: MEGA NEWS!



THIS AMAZING HAND-HELD BEATS THE AMIGA

MEGA MONEY-OFF VOUCHERS

R-TYPE, AFTERBURNER AND SUPER HANG-ON GO CHEAP

EXCLUSIVE! INDIANA JONES III ● STAR TREK V ● THEATRE EUROPE II ● BLOODWYCH

HOT SEGA EXCLUSIVE! ● GHOSTBUSTERS



BLUE



Indiana Jones and the Last Crusade is the latest exciting adventure movie from Lucasfilm. Manchester-based TIERTEX, whose recent work includes **Thunder Blade**, were given the task of adapting the film to a home computer game.

The game is divided into four main sections, each of which relates to a major action sequence from the film. Indeed, the actual script of the film was used to ensure that the game remained faithful to the overall concept of 'Indy'. The four sections of the game are 'The Cross of Coronado', 'The Ascent of Castle Brunwald', 'On board the Zeppelin', and 'The Holy Grail'.

Because of the large amount of graphics and data required, the game has been split into four multi-load sections (128K owners have the benefit of all the levels loading into memory at the same time).

DEVELOPMENT SYSTEM

The game was written on an Atari 1040STF with a 20Mb SH205 hard disk. An inhouse Z80 assembler was used in conjunction with the Tempus program editor, customised shell, and specialised parallel communications software (also written inhouse). All graphics were designed using Degas Elite on the Atari ST and then converted into Spectrum format by the communications software.

INDIA

MAPS

The background graphics for each level are held in the form of a 'map' which is constructed from 16 by 16 pixel 'blocks'. The width and height of each map is entirely variable, and another inhouse utility program on the Atari ST was used to generate the maps for all the different versions.

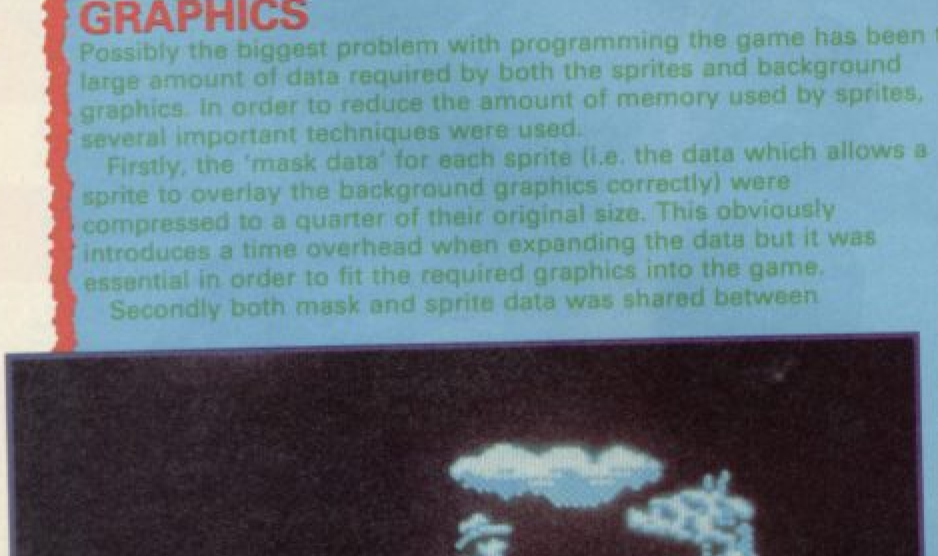
GRAPHICS

Possibly the biggest problem with programming the game has been the large amount of data required by both the sprites and background graphics. In order to reduce the amount of memory used by sprites, several important techniques were used.

Firstly, the 'mask data' for each sprite (i.e. the data which allows a sprite to overlay the background graphics correctly) were compressed to a quarter of their original size. This obviously introduces a time overhead when expanding the data but it was essential in order to fit the required graphics into the game.

Secondly both mask and sprite data was shared between different objects, for example both Indy and the Cowboy sprites used the same mask data. They also use the same graphics for their legs.





The game also features a fair amount of digitised graphics. These are in the form of 'interim screens' which are shown before each of the multi-load sections, and consist of a relevant scene from the film itself.

SCROLLING

The game features a fully multi directional scroll routine which is locked to multiples of four pixels horizontally but can move any number of pixels vertically. The scroll acts as if the viewport was 'panning' across the map and is based relative to Indy's position within the map.

SOUND

The 128K version includes the main Indy theme music, which was transcribed from John Williams' original film score, and various jingles/sound FX. Unfortunately, the 48K version could only contain

PRINT

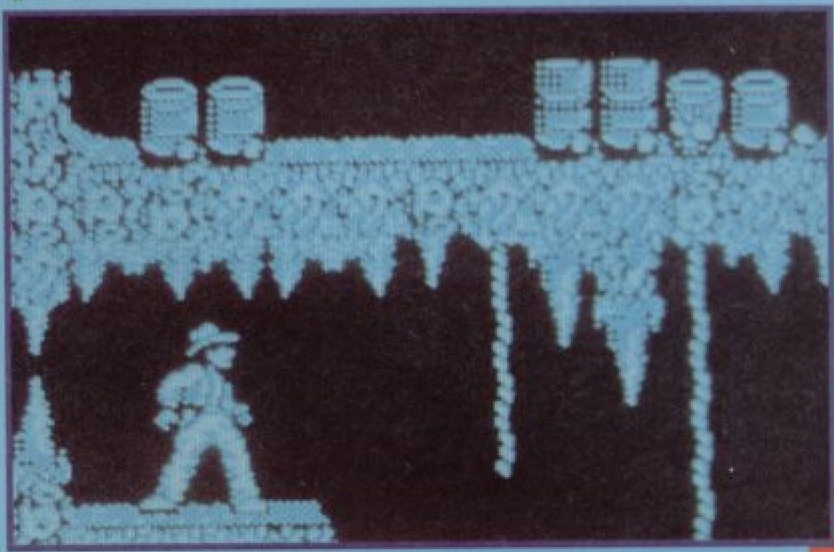
The game has been developed across all the major formats at the same time and the Spectrum version is in fact extremely close to the Atari ST version. The same logic has been used concerning the way in which Indy walks, uses his whip, etc so that all versions 'feel' and play the same way.

PROGRAMMERS

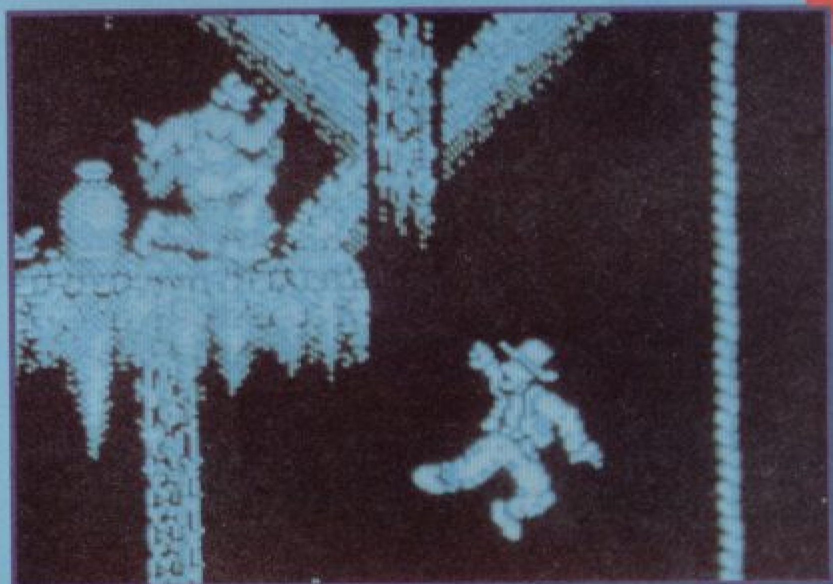
Tiertex was founded two years ago by Dr John Prince and Electronics Engineer Donald Campbell. The company has offices in South Manchester and employs eight programmers in-house plus two graphic artists and a musician.

Mark Haigh-Hutchinson was the programmer in charge of the Spectrum, Amstrad and IBM PC versions of the game. His previous Spectrum work includes **Alien Highway** and **Overlander**. Mark Tait composed the music and sound FX for the 128K version of the game.



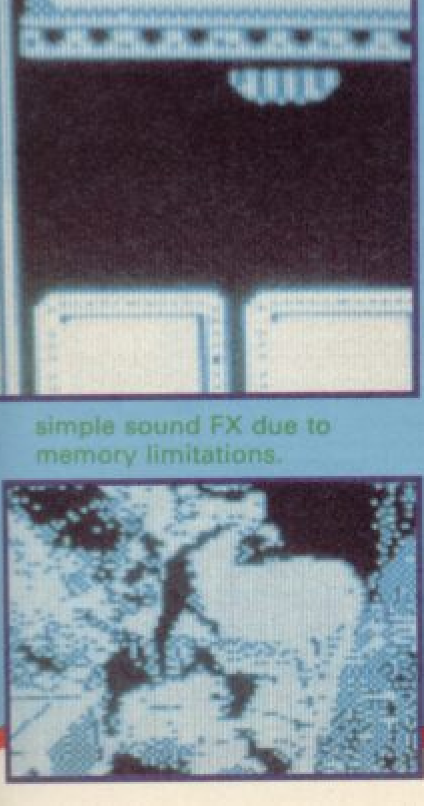


ANA JONES





simple sound FX due to memory limitations.



TRICKS AND PROBLEMS

In order to optimise the scroll and map printing (which governs the speed at which the game executes), a 4K buffer is used into which the map and sprites are printed. A high efficient routine to copy the buffer to the real screen is synchronised with the frame flyback pulse in order to ensure that the game is entirely flicker-free.

As mentioned before, the sprite routine has to deal with expansion of mask data along with the usual problems which include reversal of sprite images (reducing the graphics required by half).

The main problem was still, of course, simply cramming the game into the Spectrum. A further step that was taken to reduce memory requirements was to multiload actual object code. This caused no end of problems since routines in both the main code and the multi load code would have to access each other. This in itself necessitated the use of 'jumpblocks' which occupy standard locations in order to reeference routines and variables correctly.



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Are you mad? No. You're not. You're reading the only monthly Spectrum Games Guide worth buying. You know it's good and you've already taken enough time to get yourself to the newsagent to buy it. And wasn't it worth the effort?

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We're not talking any back-catalogue crap freebies here, though. **Forgotten Worlds** was reviewed last month and got a Classic. **Vigilante**, the other option is a smashing punch-'em-up.

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☆ **The hottest tips of the game YOU are stuck on!**
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And wouldn't it be lovely if you were presented with this glorious package on the very date of publication – the 18th of every month? We think it would.

And the price of this astounding deal: £22.50 – a few pence more than the cost of 12 issues, and don't forget, you need never leave your house again, neither to buy the mag or any more software – the USG game will keep you happy for months.

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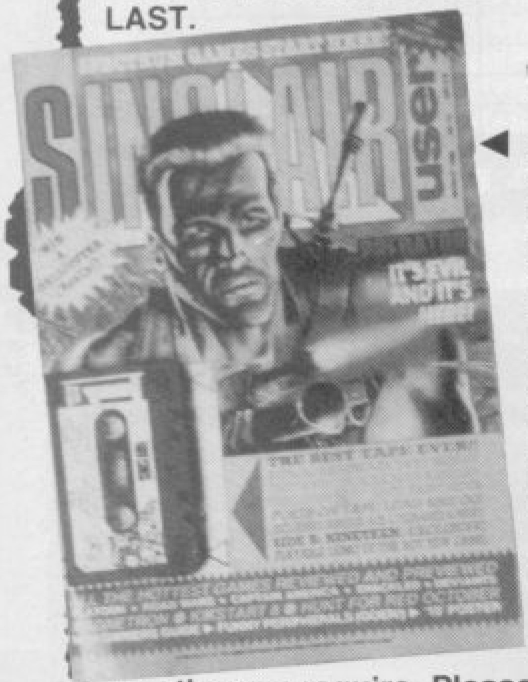
Now people usually run back issue pages to clear away vast piles of dodgy old issues nobody else wants.

THAT'S NOT TRUE HERE!

We've never run back issues in the past and may never do again.

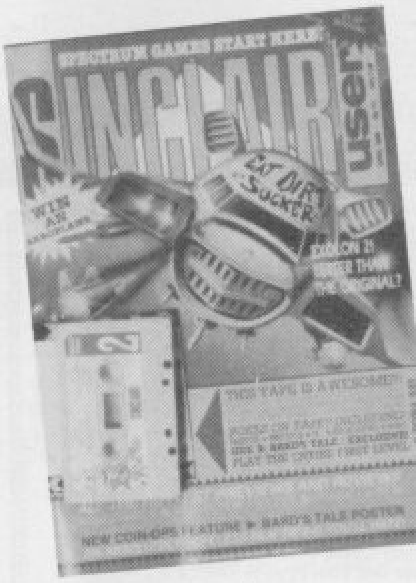
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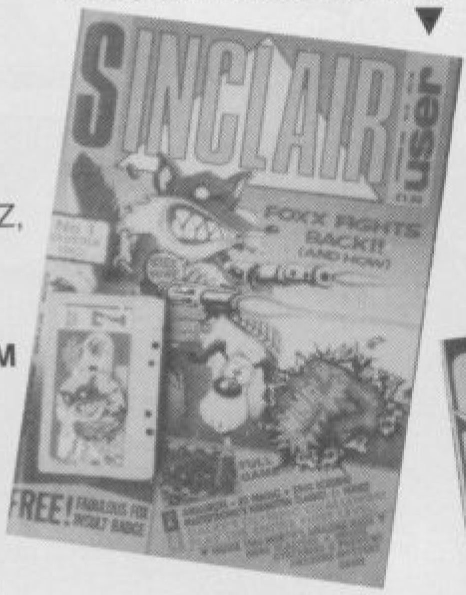
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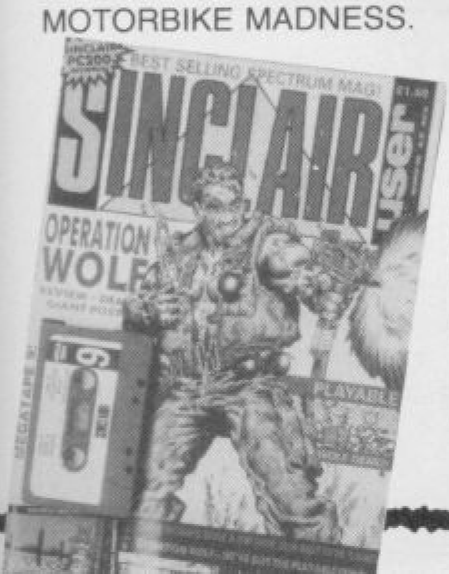
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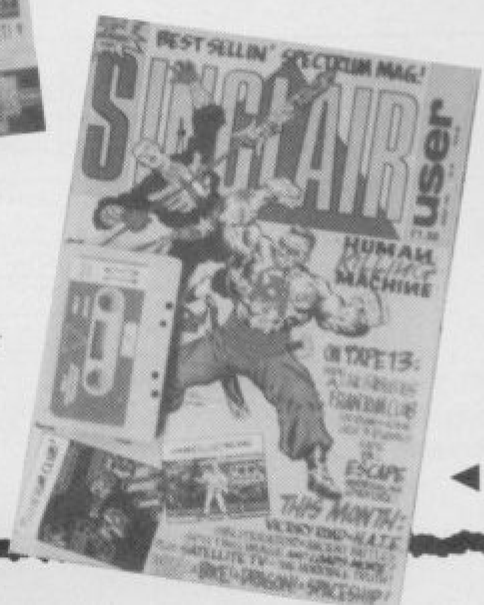
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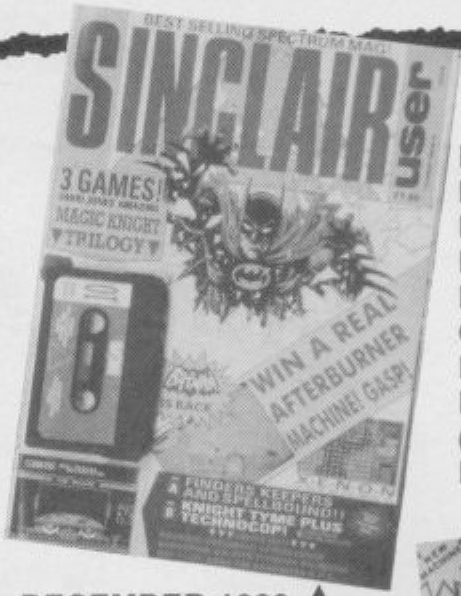


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FEATURED: DEVIANTS **FROM PLAYERS. POKES INCLUDED:** THE DARK SIDE, VIRUS, EMPIRE STRIKES BACK, DEVIANTS, 19 – PART ONE. **PLAYABLE DEMO:** TYPHOON. **▼**



NOVEMBER 1988
MEGATAPE NINE
FEATURED BEAR A GRUDGE **ORIGINAL GAME. GIANT** OP WOLF **POSTER. PLAYABLE DEMO:** OPERATION WOLF!!!!
◀





DECEMBER 1988 ▲
MEGATAPE TEN
FEATURED: THREE COMPLETE GAMES! FINDERS KEEPERS/ SPELLBOUND KNIGHT TYME. **PLAYABLE DEMO:** TECHNO COP **AND COMPO ON TAPE!**



JANUARY 1989 ▲
MEGATAPE ELEVEN
FEATURED: 2 COMPLETE GAMES! BEACH HEAD 1 AND 2 **FROM US GOLD. POKES INCLUDED:** FINDERS KEEPERS, SPELLBOUND, KNIGHT TYME, SAVAGE, DRACONUS. **PLAYABLE DEMO: CIRCUS CIRCUS FROM MARTECH.**



FEBRUARY 1988
MEGATAPE TWELVE
FEATURED: BLOBOCOP **FROM PLAYERS FANTASTIC ORIGINAL GAME! PLAYABLE DEMO:** XENON **FROM MELBOURNE HOUSE (PLUS** SAM COUPE **DETAILS) ▼**



MARCH 1989
MEGATAPE THIRTEEN
INCLUDED: 2 COMPLETE GAMES PHANTOM CLUB **FROM OCEAN (FAB ARCADE ACTION)** ESCAPE **FROM TARTAN SOFTWARE (OUR FIRST**
◀ ADVENTURE!)

SHOOT THE BADDY



There is only one thing missing in your life. The Ferrari? Don't be silly. Mark Cale has already pre-bought their output for the next five years. What about large amounts of money? Na . . . think of the worrying about where you'd put it, and think of all the trees they'd have to chop down to make the stuff anyway. A fantastically beautiful and intelligent companion? I understand Anita Sinclair is already spoken for. What is there left? Wait!

How about the thought of winning a completely astonishing Sinclair Magnum Light Phaser – the ideal peripheral to plug into the back of your Spectrum. The Light Phaser adds a completely new dimension to playing games on your Spectrum, that of holding a rather large gun type thing between your hands and blowing away the rather scared looking sprites that dare to peek around the corner of the screen. Not that the Phaser Pack only consists of a simulacrum weapon, mind.

No – you also get six games bundled with the thing – each using the unique abilities of the Phaser to the full. These include classics such as Robot Attack, Rookie, Bullseye, Solar Invasion and Missile Ground Zero. Finally, last but not least, that mega-hit with the body count running into six figures, Operation Wolf. Yes! Now you can play Op Wolf as it was meant to be played – clutching a mighty weapon in between the sofa and the armchair, for extra cover.

Impressed? You should be, as the whole kit and kaboodle (available for Plus 2 and Plus 3 Spectrums only) would normally set you back £29.95. We (courtesy of those nice Mastertronic people who are distributing the Phaser) are giving away three Phaser/Game bundles to three lucky and vastly intelligent entities that can answer the following questions correctly and who fill in the tie breaker in the most breathtakingly imaginative way (in the opinion of the office gerbil). One each.

So there you are. Life now has meaning for you. Activate frontal lobes and read on.

The advertising line for the Light Phaser is, "Shoot into a New Dimension" – so the questions are as follows:

1) How many dimensions are there in the normal physical world? a) 2 b) 3 c) 4.
2) Often Time is described as being a dimension of itself. Which one? a) 3rd b) 4th c) 8th.
3) The Greek philosopher/scientist who thought of a way to graphically describe the position of bodies as a series of co-ordinates was called what? a) Eric b) Samantha c) Cartesius.

TIE BREAKER – Assuming the hordes of mega-beings who've entered have got all the questions right, the winners will be chosen in some mysterious and almost completely random way, from the way the complete the following sentence, in not more than 3519 words.

The New Dimension that I'd be shooting into with my Magnum Light Phaser would be ....

....

Answers: 1) 2) 3)

YOUR NAME ....

YOUR ADDRESS ....

.... POST CODE....................

YOUR SHOE SIZE.................. YOUR MUM'S BLOOD GROUP.....................

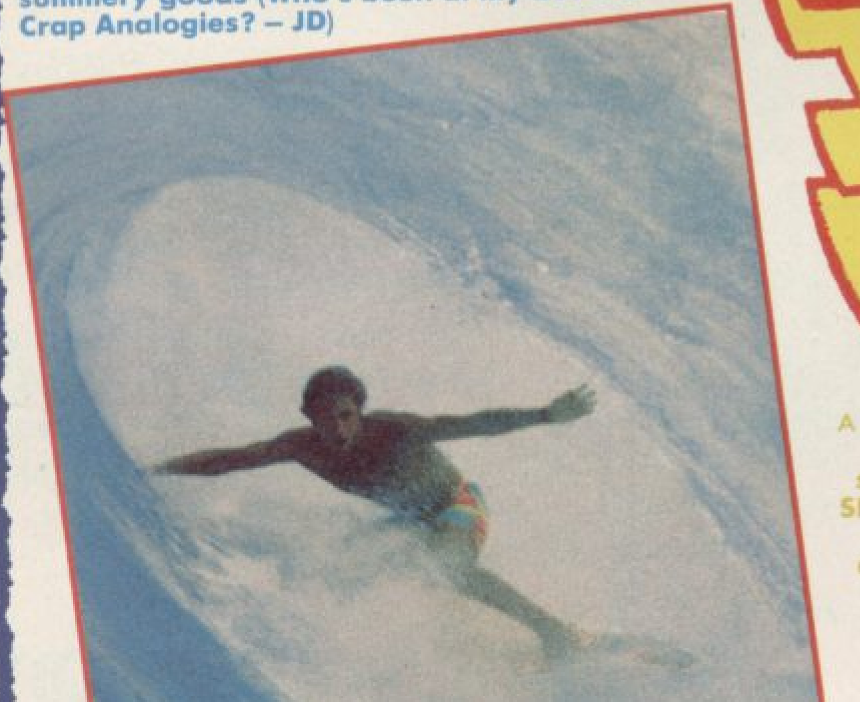
Send to: I want to Shoot, Shoot, Shoot, Shoot my Spectrum, Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 OUF. Closing date is August 31st, 1989. Our decision is final – not just about this compo either, matey . . .

Win an entire holidays worth of goodies from Hewson!

ONE OFF THE LIP!

They must be mad. We think the sun has addled their brains. Hewson, to celebrate the launch of their bumper summertime compilation, Heatwave had a word in our shell-like (haw haw) and persuaded us that a rather marvellous surfboard could well be a more than spiffing prize in our competition.

And who are we to argue? Pictured here (in case you haven't checked out the photo already) is a surfboard. You can tell it's a surfboard cos it looks like one. And the lucky winner of our competition will be able to walk away with the very same one (except it'll probably be a bit different) as well as a whole pandora's box full of other summery goods (Who's been at my book of Crap Analogies? – JD)



Yes. FIRST PRIZE **is a lovely surfyboard, plus a brilliant** BUCKET AND SPADE **PLUS** A T-SHIRT **PLUS** A COPY OF THE GAME!

And there are TWENTY **runners-up prizes of fantastic stay-cool-in-the-sun, have-lots-of-fun BUCKET AND SPADE SETS!**

Heatwave, **for your information is an astonishing bargain at a mere £12.00 and it includes the following blockbuster Hewson releases. If you missed them the first time round, here's your chance! (Or so it says in the press release)**

***NEBULUS*ALLEYKAT*NETHERWORLD*IMPOSSABALL* FIRELORD*ZYNAPS and RANARAMA!**

What to do:

Simply answer the following questions and send your answers to "Big Wednesday or What?!" Compo, Sinclair User, 14 Holkham Way, Orton, Peterborough. The competition closes on August 31st, and like everything else in this world isn't open to employees of EMAP or Hewson, who are all paid so much they could buy ten surfboards all of their own. The Ed's decision is final and no correspondence will be entered into.

The Questions:

1) Which of the following terms is not a surfing expression:
   a) Tube
   b) Kia-ora
   c) Surfboard

2) A surfboard with a sail attached is called:
   a) A Sailboard
   b) A Surfsail
   c) A Farce

3) One of the SU Team is a big surfing fan. Who is it?
   a) Jim
   b) Alison
   c) Tim the Surfer

Coupon:

Name: ....

Address: ....

....

1)
2)
3)

FIGHT YOUR FRIENDS IN A FIGHT FOR YOUR LIFE, IN A FIGHT TO THE DEATH.

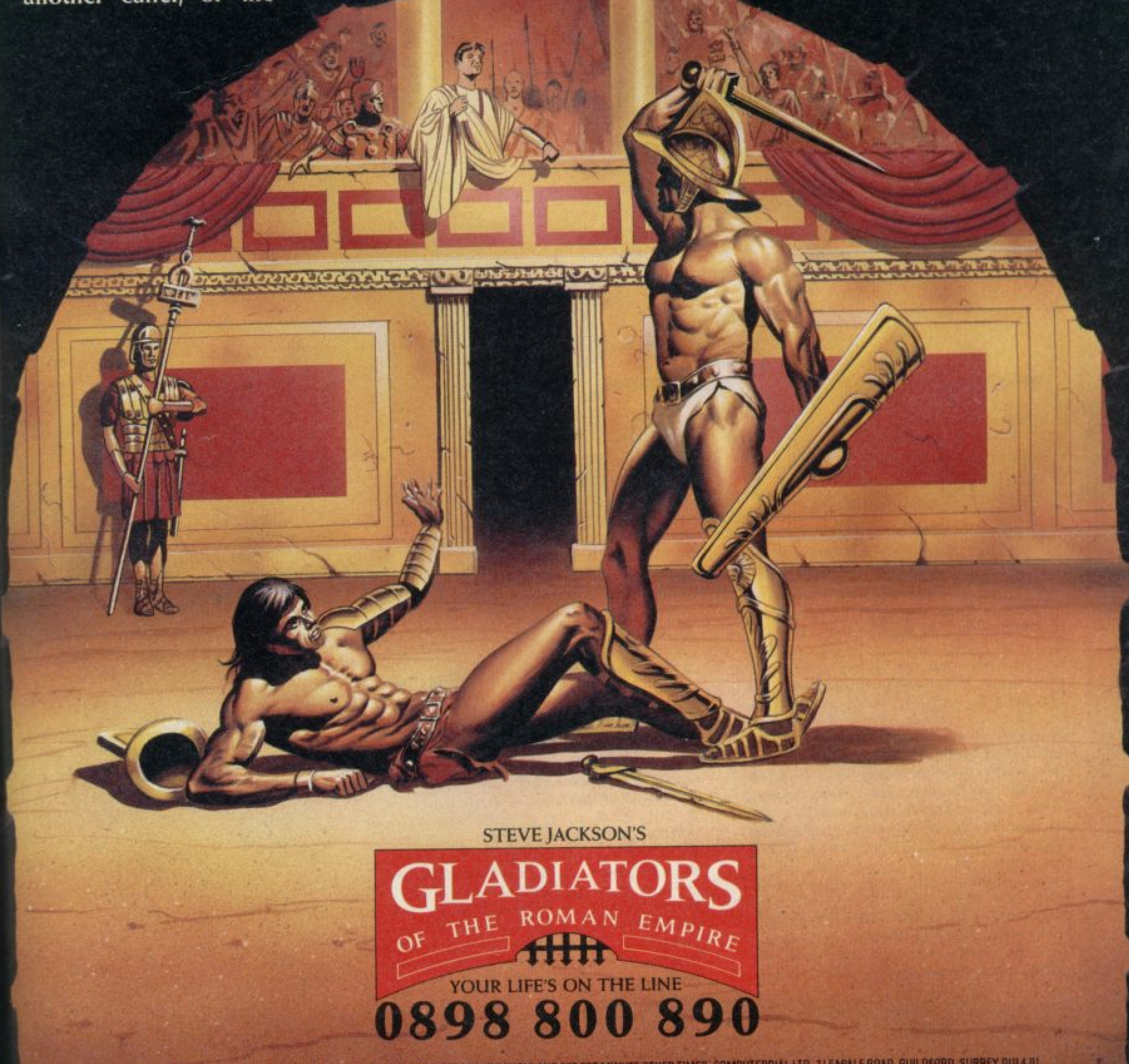
From the makers of F.I.S.T. comes the ultimate confrontation. Gladiators is the game of ancient Rome that will test your guts, skill and stamina. You can even take on a friend by deciding upon your own four figure match up code.

Just picture yourself in the arena. You strike your opponent. He falls to the ground, seriously wounded. As you press your sword against his throat, he holds up his hand in a plea for mercy. The choice is yours. Do you spare him, or do you finish him off?

If you don't wish to fight a friend, you can pit your wits against another caller, or the famous Spartacus, controlled by the computer. Defeat him and you can defeat anyone.

But don't let your concentration lapse, because you control your Gladiator's every move using the special combat system. By dialling numbers on your phone you can select which part of the body you wish to defend and attack. Remember, 1-2-3-4 equal head, body, arms and legs. There's a running commentary to tell you if your moves have been successful, and the sound effects are gruesomely realistic. Hear the clash of swords, the groan of your injured opponent, the gasp of the crowd as the blood flows.

But whose will flow first?



MF MULTI FREQUENCY PHONES RECOMMENDED. CALLS CHARGED AT 25P PER MINUTE CHEAP AND 38P PER MINUTE OTHER TIMES. COMPUTERDIAL LTD. 7 LEAPALE ROAD, GUILDFORD, SURREY, GU1 4JU.

TH



Greetings mortals. Straight away I will pass on a report from my top secret and extremely confidential Rumour and Gossip department. To wit (to woo!), what has happened to Henry Mueller and the Adventurers Club Ltd? Your Sorceress has long been a fan of theirs, mentioned them in these hallowed pages several times, I have even met Henry himself, but, I repeat, what has happened to them? They seem to have vanished off the face of the earth, perhaps fallen off a rickety bridge after refusing to pay a toll to a troll, who knows?

If anyone, including the Adventurers Club Ltd. themselves, would get in touch and let me know what's going on, then I shall pass all relevant information on to my army of readers. Many of you, I know, are members of the Adventurers Club, so it would be nice if we could find out what is happening. And there's more, there's more, as they say.

Can it be true? Are Level 9 really to cease marketing adventures in order to branch off into the world of Role Playing Games? I know there's **Scapeghost** to come out, and the third in the **Ingrid** series, but after that? Sadly, this does appear to be the case, so if devoted Level 9 fans write to them in drives they might change their minds. I doubt it, though, the clan Austin generally seem to stick to their decisions.

Happily, Level 9 are not the only company producing adventure software for the Spectrum, so I shall bring three new releases to your attention. It was going to be four, but as RCL have done no better than to produce YET ANOTHER parody of the world of Tolkein I shall cruelly ignore them. Poor old Bilbo must have featured in more press releases than "Sir" Ronnie Reagan. What next? Sir Ronald McDonard? Lady Sorceress? It does have a certain ring to it ...

Back to the land of reality, and I see that River Software have released a game called **Bounty Hunter.** It's a small game, only 1500 locations ... sorry? ... yes, one thousand five hundred locations ... and you only have to earn seven million products by wiping out twenty two strange life forms that have been allowed to roam the planet karakata. Fortunately, you don't have to laboriously move east, north, north etc, to get from one location to another if those locations happen to be some way off. Maps are best drawn on a sheet of wall paper, by the way. Instant transportation is available to you, if you can work out how to use it. Tremendous value for £3.50, the game comes with full documentation and a map, although it's fun drawing your own, and River Software live at 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL, which should be a familiar address to some people.

Ever hear of Axxent Software? Well you have now. Send £2.99 to Shirwedean, Sandyhill Road, Saundersfoot, Dyfed SA69 9ED and **The Great**

DEVIL'S ISLAND:

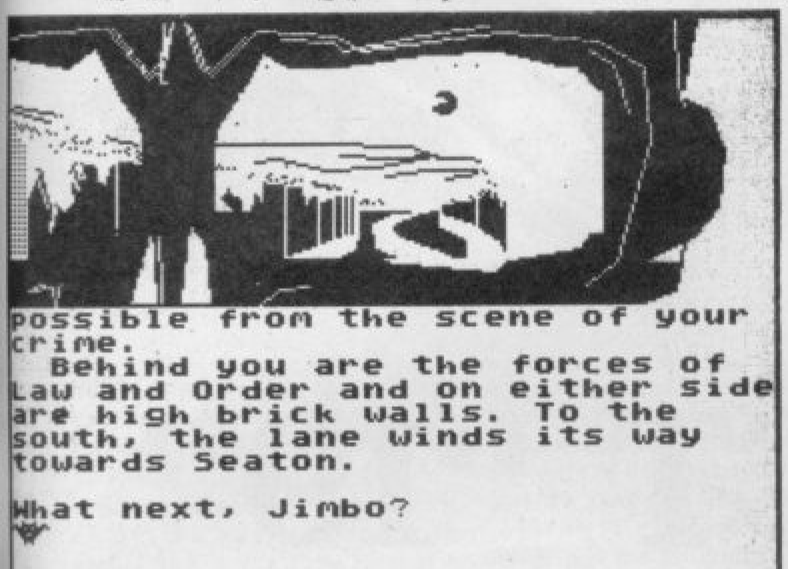
Up, pull bars, get bar, down, open door, west, south, kill guard, examine guard, get key, get gun, drop bar, north, east, examine bed, get sheets, knot sheets, up, squeeze through, east, examine sacks, get torch, west, get sheet, unlock gate, open gate, north, torch on, drop key, examine clearing, get branch, east, shoot snake, south, examine leaves, drop branch, avoid pit, east, south, south, south, south, drop torch, examine native, get beads, north, east, north, get mask, wear mask, south, south, south, south, west, drop mask, west, west, south, west, west, give beads, enter boat, pak, pak, north, climb, get boat, west, examine bushes, get water, west, drop boat, enter boat, pak, west, use sheet, drink water, west, drink water, west, drink water, west, drink water, west, drink water, west ... end of game!

CASTLE BLACKSTAR:

Drop vase, drop cross, out, drop keys, drop scroll, w, se, w, w, w, w, s, in, d, w, on lamp, get picture, off lamp, e, examine picture, get bottle, u, w, w, u, u, u, u, say friend, look, in, on lamp, push roof, u, get vane, d, d, d, get boat, u, u, off lamp, out, d, out, e, d, n, e, e, drop vane, drop picture, grop gloves, drop boat, drop bottle, s, w, d, fill lamp, n, on lamp, e, drop bar, w, n, n, n, se, d, get diamond, se, e, e, in, s, get bar, n, drop bar, s, get goblet, n, out, e, e, n, in, n, n, sw, s, w, get chess, n, nw, s, s, s, s, nw, nw, e, read message, u, off lamp, u, s, e, e, get vane, gt picture, e, e, e, ne, in, drop chess, drop picture, drop vane ...

HE SORCERESS

Stuck in a dungeon or helpless at the hands of fetid trolls? Write to The Sorceress **SU** *Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU*



Peepingham Train Robbery could be yours. Detective-type stories aren't everyone's cup of tea, but this is quite fun. As Frank Flukeit (remember Inspector Flukeit from a while ago? – same author), in harness with your trusty comrade Blunders, who is totally inept, you have to solve a crime in the town of Peepingham before your deadly rival Sam Shovel. The local police are at a loss to solve the crime (one of the most baffling and sinister that I have ever encountered), penetrating at Upper Peepingham train station, when a secret device belonging to Professor Mundle was stolen! You must get it back.

The adventure is played in real-time, as the screen display constantly reminds you, and to make it more fun if you stop typing anything in then the game carries on playing. Characters wander around having a natter to each other, without any interference from you. You have to examine everything in sight, talk to everyone (some of them tell porky pies, so be careful), in your attempts to unravel the mystery. Just two complaints. One is that the maximum input is a paltry 31 characters, and the other is the decidedly slow response time, but as so many characters are behaving (or mis-behaving) of their own accord then perhaps we'll let them off that. An enjoyable romp.

The third game comes from a company called Stormbringer Software. Stormbringer? A familiar name to readers of the fanzine *Adventure Probe*, still going strong and still published by Mandy Rodrigues, home base 24 Maes Y Cwm, Llandudno, Gwynedd LL30 1JE. Issues cost £1.25 each and are well worth having. Stormbringer, or to give him his proper spelling of Strombrigner is the name of a hopeless wizard in a series of stories which always end in dreadful puns. Is this adventure, called **The Menagerie**, anything to do with hopeless wizards with a liking for dreadful puns? It is not.

Seventy odd locations to explore in this text and graphics PAWed adventure, and most of the locations seem to be inhabited by stange aliens and evens stranger objects: intelligent doors, for instance. Basically you're searching for a Bloodstone, which takes a reasonable amount of finding. Slightly juvenile humour at times, I must confess, and obviously influenced by *Hitch-Hiker's Guide to the Galaxy* but anything that's been playtested by Hugh Walker can't be all bad. Cheques for £2.49 to Ian S. Brown as opposed to Stormbringer Software, and the address to write to is 1 Amanda Road, Glen Parva, Leicester LE2 9HW.

Oh go on then, if you insist, if you twist my arm, I will tell you that it costs £2.99 for a copy of **Black Knight** on tape for the Speccy. Who is the author of this? Mandy Rodrigues, mentioned her earlier, same address as *Adventure Probe*. A two part game (passwords being the order of the day), with part two being far too short. Lots of searching and examining to do, and jolly good fun it all is.

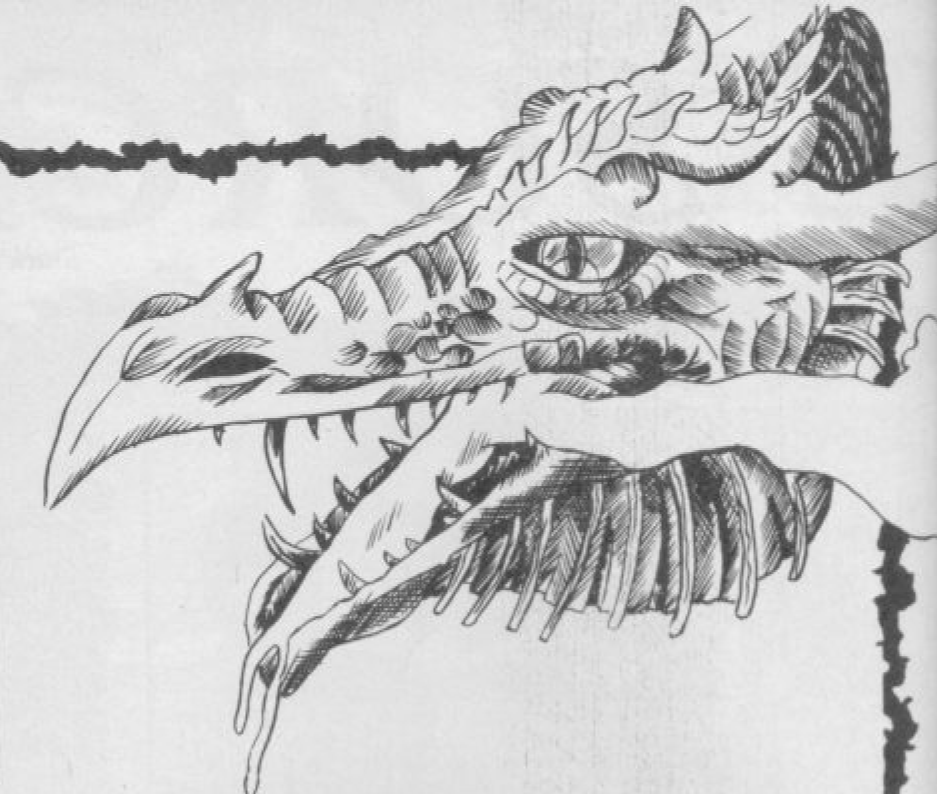
Let's start a new scheme going, a scheme to help Sorceresses who do not know the answer to everything. That was hard to write, a lump in my throat as I did so, but it's true. Mr. P. Reilly is having problems with the Domark game **Eureka.** This part adventure, part arcade game has close links between the various parts. In the arcade sections you are aiming to get your vigour level up as high as possible, so that you can make progress in the adventure sections. Owing to a certain lack of patience on the part of Mr. Reilly, he is unable to get very far in the adventure bits because he can't get a high enough vigour level in the arcade bits. So, does anyone out there know any POKEs or little cheat-ettes for helping us out? Love to hear from you.

WITTS END

SHIPWRECK: Wear the tie to be allowed into the restaurant. Order a meal and eat it. The waiter drops something when he clears the table, it will enable you to drink the beer. Tidy the cushions on the sun deck to find a key. Wear a wet towel around your face to go down to the oil store and fill the empty beer bottle with oil. Remove the towel when you come back up. When the pursur has left his office, go in and examine the desk to find permits to visit the bridge. Sign the permit with the captain's name with the pen in the writing room. Avoid the swimming pool, you'll only hurt yourself and be taken to the sick bay, although rest and an aspirin will soon make you feel better. Examine the chart on the bridge to learn the ship's position. Oil the lock on the chest in the corridor then unlock it with the key. Wear the lifejacket you find inside. When the order to abandon ship is given, go to your cabin, open the porthole, and jump. Swim to the small boat and board it. Search the boat to find a compass. Knowing the ship's position, the map and compass will enable you to plot a course to land.

BLIZZARD PASS: Can't get past the guards? Find a way to frighten then, by going to where the yeti's buried, digging him up, and wearing the skin. To find a bless spell, find church in green and pleasant valley and talk to priest.





PRECINCT "19"

Eeeeee, whatever will they think of next? By the looks of it, the latest craze seems to be playing Fantasy Games by telephone. The big one, so to speak is F.I.S.T. which stands for Fantasy Interactive Scenarios by Telephone. In this, you dial up the magic 0898 number (you really need to have a tone dial phone by the way) and you are transported into a medieval fantasy land, where you play the part of a swashbuckling hero on a quest for loot and fame.

Computerdial, the company behind the game, describe it as being in your own private radio drama, with you as the hero. And to an extent, it's true. The whole thing is done very well with actors and sound effects making the game atmosphere very convincing. One of the problems, however, is the phone system itself – unless you get a perfect connection, you can lose some of the dialogue and atmosphere in a welter of electronic crackling!

Into the game itself, it works on the principle of Lone Wolf or Fighting Fantasy books, in that there is a tree structure, with you making choices at certain decision points along the way. It's a format that is very popular indeed with a claimed million calls into the F.I.S.T. system since it started in March 1987. That's a lot of calls. It's also a lot of money.

Like all 0898 calls, it's charged at 36p per min at peak rate, descending to 25p off peak. Unfortunately, this makes playing these games very, very expensive indeed. Take the new F.I.S.T. game that's opened up recently. This one's called The Rings of Allion. The scam is that Allion, a powerful wizard, has had his rings stolen and you've got to get them back. Interesting stuff.

My first call, in which I met Allion, tried to bargain with him about the price he was paying me for the job, and for my impudence got sent to a part of the Forest I could never get out of took almost 6 minutes. In that time I took 2 game decisions.

My next call – I skipped straight to the dungeon entrance, which in itself takes 1 min. My first attempt at messing about took 7 mins in which, before I got locked out of the dungeon, I took about 10 decisions.

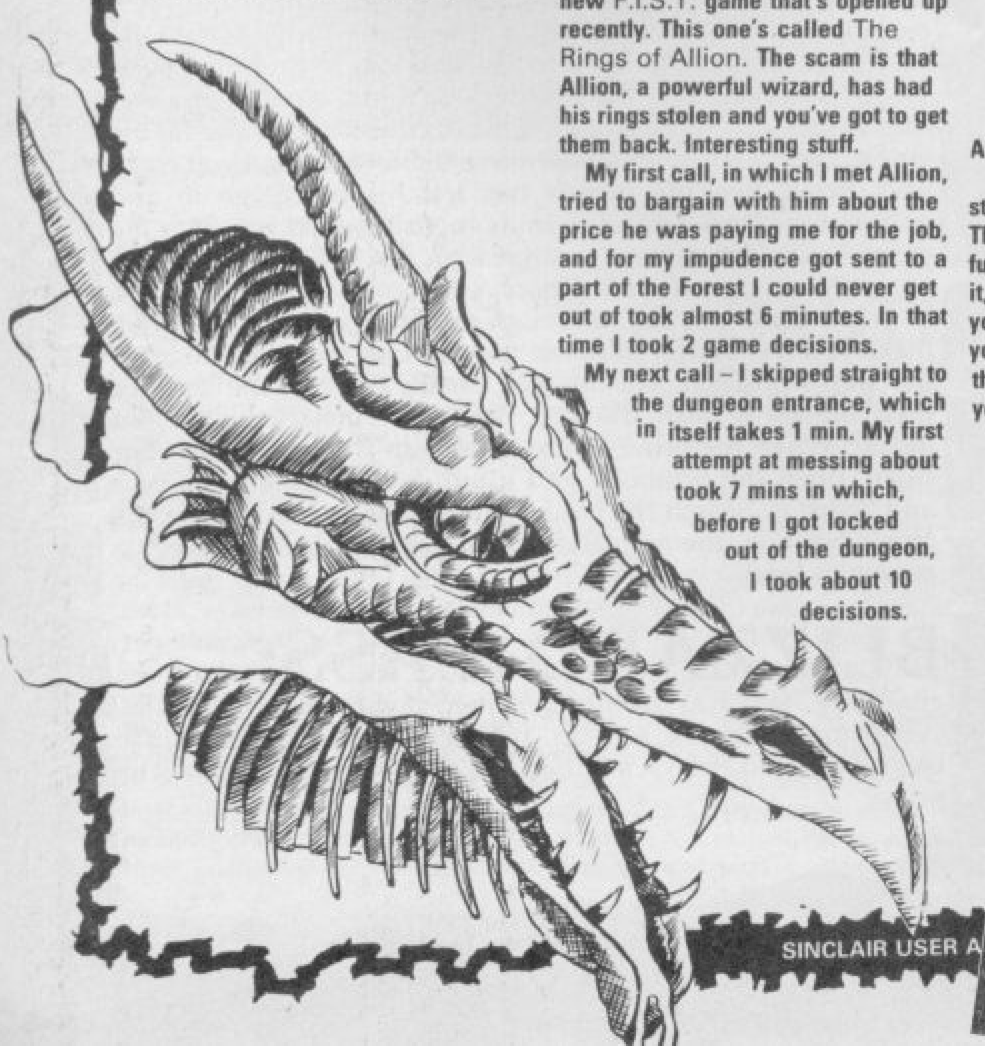


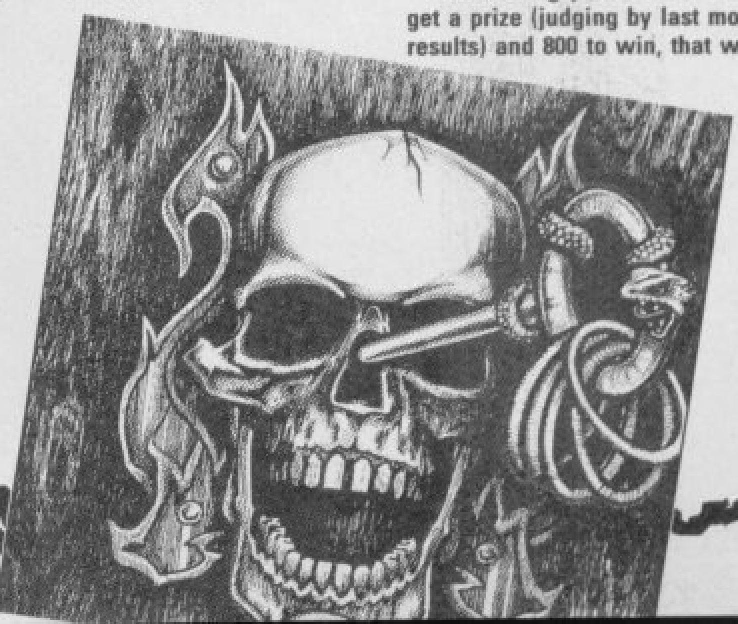
Another foray took about 5 mins.

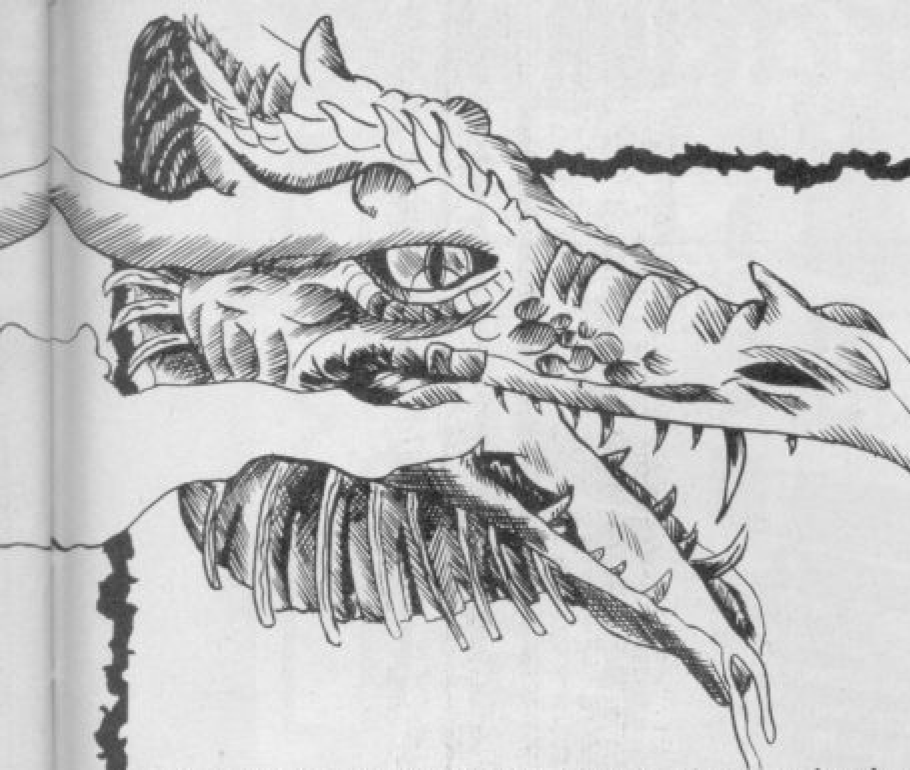
Just this kind of tinkering alone starts to add up to big money! There's no doubt that it was a lot of fun, but if you're to get seriously into it, rule one, use a stopwatch and log your calls. Rule two, make sure, if you are using the family phone, that the person that pays the bill knows you're playing the game!

There a prizes to be won playing F.I.S.T., but my estimation is that you'd have to speculate a large amount of money to be in with a chance of winning a prize. The top 50 odd players (measured in how many gold pieces you finish the adventure with) get something, ranging from T-Shirts to real gold!

Considering you need 70 or so to get a prize (judging by last months results) and 800 to win, that would









take a lot of air-time, so don't think you can justify the expenditure on the basis you could pay for the calls by wining!

Given all that – if you can afford it, F.I.S.T. is a fun experience and the best of luck to you if you want to give it a bash! The number is 0898 800877.



Computerdial and Steve Jackson are also setting up another phone game – based on Gladatorial Combat. Called Gladiators of the Roman Empire you don't play against the computer, you fight against other people! Using a completely different combat system to the one used in F.I.S.T., it sounds interesting to say the least. They expect that one to start around July/August time, so we'll be looking at that soon, too.

There is also, just opened, a new interactive phone game based on the Lone Wolf books by Joe Dever. I'll be looking at that next month, but if you want to try it yourself before then the number is 0898 400 341.

The big Play-By-Mail event of last month was the 4th British PBM convention which was covered by our Martha – the good Tarquin being on another planet at the time.

She reports that the event was well attended, with all the major companies there, and most of the smaller ones. Guest of honour was author Storm Constantine – and the raven-haired beauty (outshone only by Martha herself, natch) went down a treat with the punters, to say the least. There was also plenty of Live Role Playing at the event – so by all accounts a good time was had by all.

Awards went to Sloth Enterprises as company of the year...again! This makes it the 4th time in a row for Sloth! Was it that busload of supporters they brought from Southampton or is Sloth, indeed, just a bunch of cuddle bunnies that everybody loves? Well, I'll be finding out very soon, as I make the long trek down to Southampton to interview them.

To make it all more symetrical, Spiral Arm II (a space game run by Sloth) got an award too. Jolly well done to them. Altogether now, hip-hip....oh alreight, be like that then.

Here's a plug for an excellent magazine – probably the most 'official' of all the PBM mags – called Flagship. Edited by Nicky Palmer, Issue 21 is a 50 page (plus cover) A4 publication and chock full of info about PBM. Nicky is also in the process of putting together a comprehensive introduction to the world of PBM, too, which should be well worth looking at if you have any interest in the hobby whatsoever. Details of that – as they say in the current vernacular – when the time is right. Just going bi-monthly, a sub is £8 for four issues, going up to £12 for 6 and £20 for 12, but I bet they can be pursuaded to send you a single issue as a tryout if you throw some money at them and ask them nicely. Try writing to Flagship at PO Box 12, Aldridge, Walsall, West Midlands, WS9 0TJ.

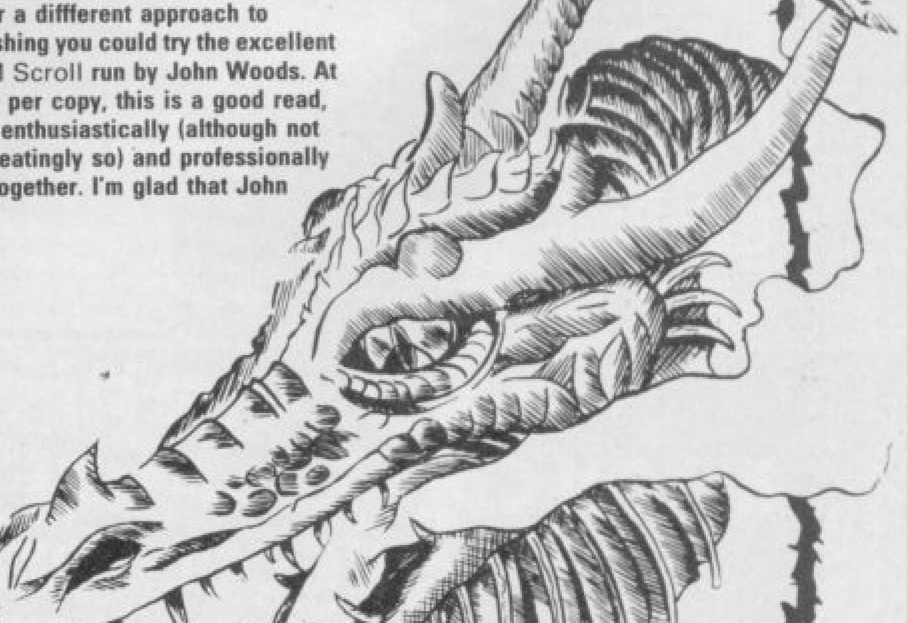
For a diffferent approach to pubishing you could try the excellent PBM Scroll run by John Woods. At £1.25 per copy, this is a good read, very enthusiastically (although not nauseatingly so) and professionally put together. I'm glad that John agrees with me about Calvana (reviewed last month) too! Try writing to him at 91 Wandle Rd, Morden, Surrey, SM4 6AD, which is just around the corner from me, oddly!

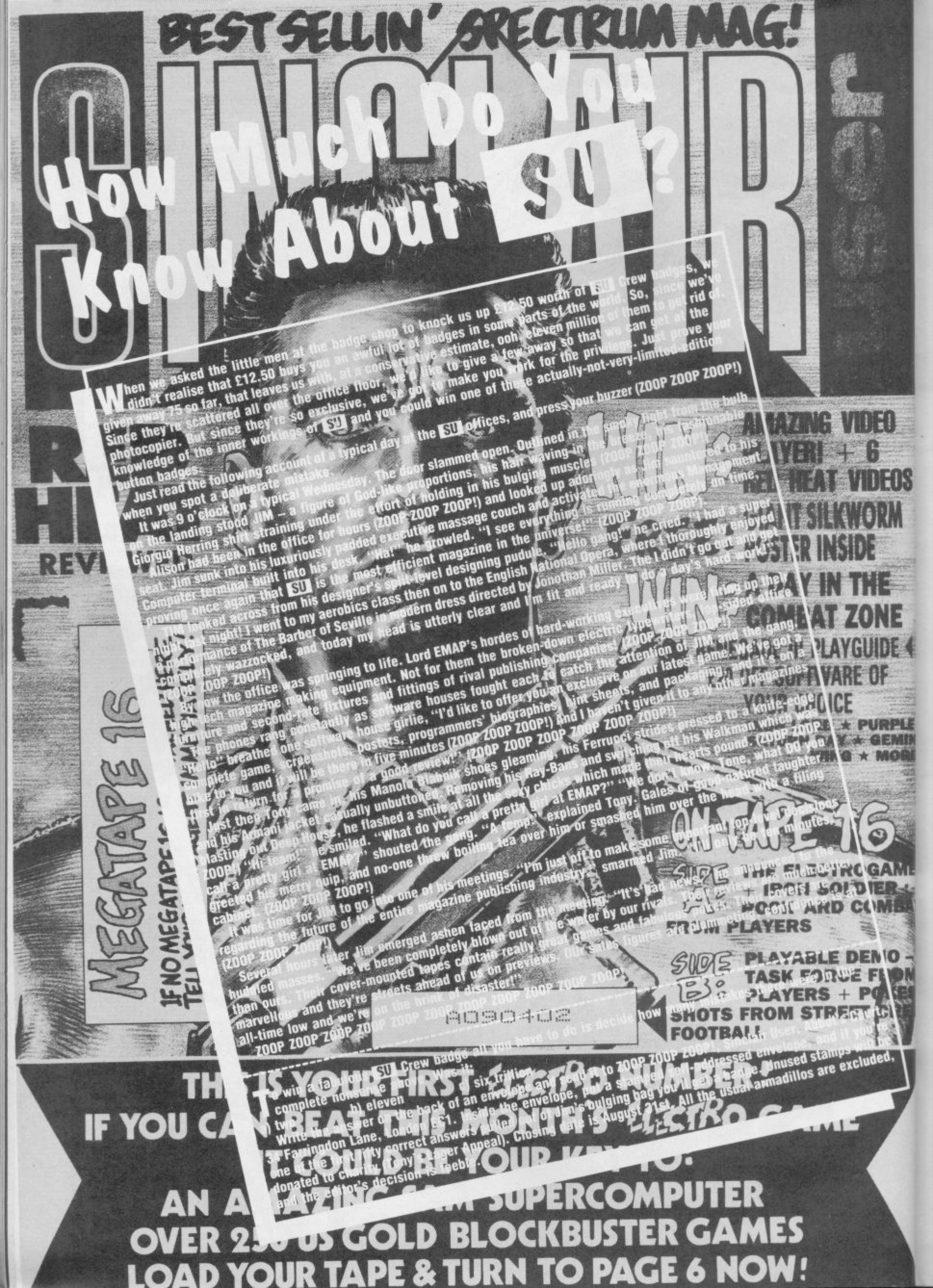
Enough for this month, then – look forward to seeing you again next time, with an "in-depth" review of Judge Dread the role-playing system. See you around....

PS the bit about the busload was a joke boys – OK?)









How Much Do You Know About SU?

WIN! WIN!

When we asked the little men at the badge shop to knock us up £12.50 worth of SU Crew badges, we didn't realise that £12.50 buys you an awful lot of badges in some parts of the world. So, since we've given away 75 so far, that leaves us with, at a conservative estimate, ooh, eleven million of them to get rid of. Since they're scattered all over the office floor, we'd like to give a few away so that we can get at the photocopier. But since they're so exclusive, we've got to make you work for the privilege. Just prove your knowledge of the inner workings of SU and you could win one of these actually-not-very-limited-edition button badges.

Just read the following account of a typical day at the SU offices, and press your buzzer (ZOOP ZOOP ZOOP!) when you spot a deliberate mistake.

It was 9 o'clock on a typical Wednesday. The door slammed open. Outlined in the smoky light from the bulb on the landing stood JIM – a figure of God-like proportions, his hair waving in the breeze, his fashionable Giorgio Herring shirt straining under the effort of holding in his bulging muscles (ZOOP ZOOP ZOOP!). Alison had been in the office for hours (ZOOP ZOOP ZOOP!) and looked up adoringly as Jim sauntered to his seat. Jim sunk into his luxuriously padded executive massage couch and activated the enormous Management Computer terminal built into his desk. "Ha!" he growled. "I see everything is running completely on time, proving once again that SU is the most efficient magazine in the universe!" (ZOOP ZOOP ZOOP!).

The looked across from his designer's split-level designing pudule. "Hello gang!" he cried. "I had a super night last night! I went to my aerobics class then on to the English National Opera, where I thoroughly enjoyed a performance of The Barber of Seville in modern dress directed by Jonothan Miller. The I didn't go out and get completely wazzocked, and today my head is utterly clear and I'm fit and ready to do a day's hard work!" (ZOOP ZOOP ZOOP!)

By now the office was springing to life. Lord EMAP's hordes of hard-working executives were firing up their high-tech magazine making equipment. Not for them the broken-down electric typewriters, lop-sided office furniture and second-rate fixtures and fittings of rival publishing companies! (ZOOP ZOOP ZOOP!)

The phones rang constantly as software houses fought each to catch the attention of JIM and the gang. "Hello" breathed one software house girlie, "I'd like to offer you an exclusive on our latest game. We've got a complete game, screenshots, posters, programmers' biographies, hint sheets, and packaging, and it's on a bike to you and it will be there in five minutes (ZOOP ZOOP ZOOP!) And I haven't given it to any other magazines first in return for a promise of a good review!" (ZOOP ZOOP ZOOP ZOOP ZOOP ZOOP!)

Just then Tony came in, his Manolo Blahnik shoes gleaming, his Ferrucci strides pressed to a knife-edge and his Armani jacket casually unbuttoned. Removing his Ray-Bans and switching off his Walkman which was blasting out Deep House, he flashed a smile at all the sexy chicks which made their hearts pound. (ZOOP ZOOP ZOOP!) "Hi team!" he smiled. "What do you call a pretty girl at EMAP?" "We don't know, Tone, what DO you call a pretty girl at EMAP?" shouted the gang. "A temp!" explained Tony. Gales of good-natured laughter greeted his merry quip, and no-one threw boiling tea over him or smashed him over the head with a filing cabinet. (ZOOP ZOOP ZOOP!)

It was time for JIM to go into one of his meetings. "I'm just off to make some important top-level decisions regarding the future of the entire magazine publishing industry," smarmed Jim. "I'll only be ten minutes." (ZOOP ZOOP ZOOP!)

Several hours later Jim emerged ashen faced from the meeting. "It's bad news," he announced to the huddled masses. "We've been completely blown out of the water by our rivals. Their reviews are much better than ours. Their cover-mounted tapes contain really great games and fabulous pokes. Their covers are marvellous and they're streets ahead of us on previews. Our sales figures are plummeting to an all-time low and we're on the brink of disaster!" ZOOP ZOOP ZOOP ZOOP ZOOP ZOOP ZOOP ZOOP ZOOP ZOOP ZOOP ZOOP!

So, all you have to do is decide how many mistakes there were [illegible] to win a fabulous SU Crew badge. Was it:

a) [illegible] complete nonsense [illegible]
b) eleven
c) six trillion
d) two

Write the answer on the back of an envelope and send it to ZOOP ZOOP ZOOP!, Sinclair User, 30-32 Farringdon Lane, London EC1. Inside the envelope, put a stamped self-addressed envelope, and if you're one of the first fifty correct answers pulled out of Jim's bulging bag you'll get a badge. Unused stamps will be donated to charity (Tony's Lager Appeal). Closing date is August 31st. All the usual armadillos are excluded, and the editor's decision is feeble.

The heat is on down in the arcades – it's official – as SU brings you the very best of the latest summer releases in videoland. Sega wheels out its entry in the driving simulator stakes, **Super Monaco Grand Prix.** Fast, furious, sprite-based, awesome. A new PCB from the Japanese giant, too, **Golden Axe** – state-of-the-art fantasy combat. And finally, a true successor to **Op Wolf, Mechanised Attack** from SNK.

COIN

Golden Axe – Sega



Golden Axe is a arcade adventure cum beat 'em up PCB release from Sega – and it's good stuff. Making an initial choice of character from a Barbarian (tough, but low magic ability), an Amazon (Great magic, not so good at hand-to-hand) and a Dwarf (half and half) you embark on quest to do in some guy called Death. Not easy.

As you make your way (scrolling right/left) through the land you come across huge wrongs being wrought (cue fleeing, screaming crowds of peasant villagers) and even bigger monsters.

Gameplay is varied, with some hard thinking and sparing use of magic potions needed sometimes to get past particularly nasty groups of monsters. The beat-em up aspect of the game gives you some good moves – and at times you can capture enemy monster mounts (looking like mini-dinosaurs) and use them against their owners. Flame on!

FAXBOX

Golden Axe
Another winner from Sega – expect to see this all over the place this Summer!
Graphics 9
Sound 9
Gameplay 8
Addictiveness 8
OVERALL RATING
8

Mechanised Attack – SNK

Op Wolf was the arcade phenomena of 1988 – but somehow the follow-up from Taito **Operation Thunderbolt** didn't quite have the same bite, despite having a two player option. Well, now SNK have come up with a two player military gun-toting killing spree – and if you're into that sort of thing, eight out of ten blood splattered veterans say that they prefer it to **Op Thunderbolt** – it's called **Mechanised Attack.**

Largely sticking to an **Op Wolf** kind of formula, the action, somehow, is that little bit more gripping – something reflected in the fact that the units have been sprouting almost as fast as the original **Op Wolf** cabinets. Ultimely, just another electronic shooting gallery, but if you must wipe out regiments of other human beings, it's probably better you do it this way, rather than using the conventional methods.



FAXBOX

Mechanised Attack
If it moves pump it full of photons – but watch the ammunition – you're contributing to global warming.
Graphics 8
Sound 7
Gameplay 8
Addictiveness 8
OVERALL RATING
8

OPS



Super Monaco Grand Prix



In case you didn't know it, Coin-ops are big, big, business. How big? Well, put it this way, Sega claims to have over 400 engineers working in house on Research and Development back East. And that's a lot of rice bowls to fill!

Still, with all that manpower beavering away, maybe it's not all that surprising that they come out with such show stoppers. Earlier this year Sega set a new standard for driving games with **Power Drift.** That was a fun "great grand-son of **Outrun**".

Now Sega has turned its collective talents to the area of driving simulations and come up with something really special, **Super Monaco Grand Prix.** This is – yes – a Formula One Grand Prix simulator, driving around the glam, twisty circuit of Monaco.

Firstly, a big chance – no fairground ride "mind your breakfast please" bumping around; although the unit is a big chunky attractive looking sit-in, your whole body is not physically assaulted, only your bottom, as highly realistic vibrations are transmitted through the seat as you drive along. No wonder Nigel Mansell walks like that.

Insert coins and you get an options screen giving you three choices for playing the game. Automatic clutch, where the hard work of changing gear is done for you, or the 4 gear model (with slightly more maximum power) or, if you are super hard and astonishingly talented a 7 gear job that goes like the clappers. Believe me, start off with the automatic option, or you'll find yourself spending a lot of money learning the track!

Sega tries to make it easy to change gear with a novel system – a yellow butterfly lever on the reverse side of the steering wheel. Gripping the wheel with your palms, your fingers touch the ends of this control. Press the left side and the automatically change down, press the right and you'll be changing up. No problem, if you can call messing around with seven gears, each with a narrow power band, no problem.

Back with the wimps on automatic, the next thing you have to do is qualify for the main race, by driving around the short circuit in under 45 seconds you get counted down and, you're off!

As you scream down the starting straight you realise several things – **SMGP** is fast, loud, hugely colourful, and massively detailed (to the point of sensory overload). As you reach the first corner and smash into the Armco you realise another thing – it's not easy.

For starters, there's a lot of information to take in on the screen. The top 20% of the huge screen is a full reverse view of what's going on behind – this is useful for advanced drivers – as a begineer, it's best to concentrate on the front view that fills the rest of the screen.

FAXBOX

Super Monaco Grand Prix
Best sprite-based driving game to date – a return trip to Monaco that'll only take five minutes!

Graphics 8
Sound 9
Gameplay 9
Addictiveness 9

OVERALL RATING
9



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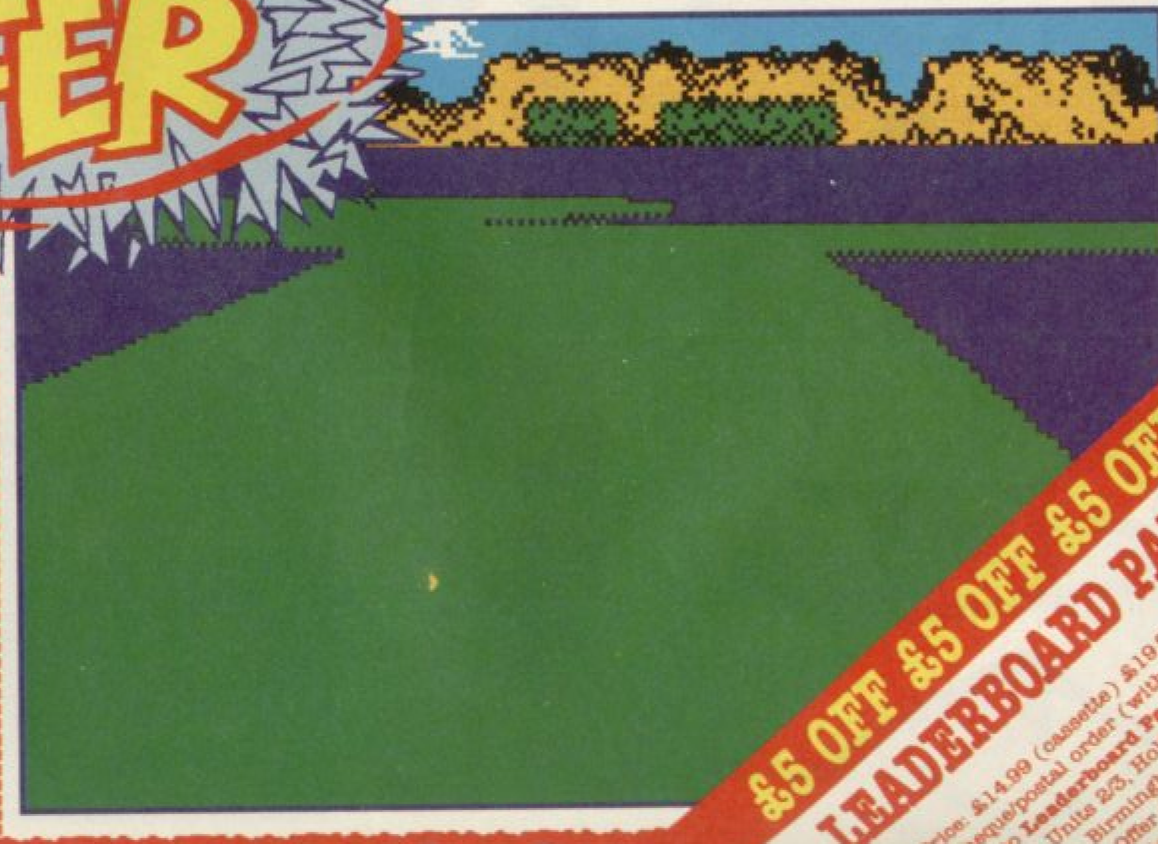
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and he'll be investigatin
say "Ram Dos Buffere

HOW THE HELL . . . DID THE TECHNICIAN TED TAPE LOADER WORK?

Last month, we discussed the workings of the special tape loader used in **Technician Ted**. This game set a precedent for multi-tasking loaders among many other pioneering technical bits and bobs. Basically I explained how short delays are built into loaders for the purpose of timing the electrical signal from the ear socket. These delays are very short – typically 100 microseconds in the standard Spectrum loader. It is this short period which we make use of with our specialist routines.

I proposed last month to make use of this delay to run a 'game' while the loader was loading data. Obviously a complicated shoot-em-up is out of the question, but a simple 'patience' type of game is practically possible. So the program listed here functions exactly the same as the ROM loader routine but with the added ingredient of the old 'letter shuffle' game (a simple matrix of letters with one letter missing – you slide the letters around shuffling them and then returning them to their original position).

Without further ado, type in the machine code using an assembler or the decimal listing alongside it. Note that the decimal listing version of the loader will only work at address OFCOOHex so it is virtually essential that you type it in with an assembler if you want to relocate the loader to be more versatile.

THE PROGRAM – HOW IT WORKS

The first part of the program is a few tables with important details such as character codes and print positions etc. 'MATRIX' is laid out as a 4 x 5 matrix with an ASCII character code x 8 followed by a low byte of a screen address. This table is for quick printing of the letters of the shuffle game. 'OFFTB' is used to recalculate the Absolute instructions of the ROM loading routine. The ROM loader is moved into RAM just after the code here, and 'OFFTB' is then used to modify 8 instructions. 'RLIST' is a table of 'routine' numbers x 2 ie routine OOH to routine 26H are print routines while the others are:

28H – Move letter left routine
2AH – Move letter right routine
2CH – Move letter up routine
2EH – Move letter down routine
30H – GOTO start of routine list
32H – Keyboard scan routine

DECIMAL LISTING FOR THE JUNE HOW THE HELL CHECKNUM

16	46	72	47	160	48	248	49	16	78 :	780
200	79	160	80	40	81	96	110	120	111:	1077
8	112	32	113	152	142	8	143	176	144:	1030
40	145	104	174	40	175	56	176	8	177:	1095
23	38	45	60	70	117	128	142	255	50 :	928
54	0	2	4	6	8	10	12	14	16 :	126
18	20	22	24	26	28	30	32	34	36 :	270
38	50	52	48	48	182	253	182	253	182:	1288
253	182	253	182	253	182	253	182	253	182:	2175
253	182	253	182	253	182	253	182	253	182:	2175
253	182	253	182	253	182	253	182	253	182:	2175
253	182	253	182	253	32	253	47	253	62 :	1770
253	77	253	239	253	117	253	13	253	224:	1935
253	0	3	0	6	252	221	33	0	64 :	832
17	0	27	62	255	55	195	194	4	217:	1026
229	33	49	252	217	205	176	252	221	33 :	1667
0	64	17	0	27	62	255	55	205	249:	934
253	251	217	225	217	201	33	86	5	17 :	1505
249	253	1	175	0	237	176	33	143	254:	1521
17	141	254	1	27	0	237	176	33	138:	1024
254	54	205	33	247	252	34	139	254	33 :	1505
171	252	34	2	254	1d200	163	248	17	40 :	1182
252	26	19	254	255	35	213	198	249	111:	1777
206	253	149	103	94	24	86	43	235	9 :	1213
235	115	35	114	209	75	230	217	6	252:	1437
126	79	35	229	198	233	111	206	252	149:	1460
103	126	35	102	111	135	225	217	235	33 :	1386
131	252	62	4	150	195	198	40	201	73 :	1095
252	6	13	16	254	60	10	253	50	132:	1189
252	254	3	40	71	252	50	132	58	62 :	1176
2	24	45	58	132	254	254	0	252	56 :	863
61	50	132	252	62	60	24	30	40	133:	1056
252	254	4	40	41	252	50	133	58	62 :	1148
8	24	15	58	133	248	254	0	252	26 :	810
61	50	133	252	62	34	24	0	42	134:	1006
252	84	93	133	111	2	134	252	126	18 :	1237
54	248	6	2	24	219	6	12	16	254:	624
195	10	253	62	253	24	254	230	1	32 :	1509
6	62	1	6	12	62	43	62	251	219:	686
254	230	1	32	6	79	2	6	9	24 :	626
29	62	223	219	254	14	230	1	32	6 :	1135
62	3	6	7	24	24	121	230	2	32 :	501
6	62	4	6	4	195	3	175	6	5 :	295
16	254	50	131	252	22	10	253	10	3 :	1174
111	10	95	38	62	126	72	126	18	44 :	598
20	126	18	44	20	44	18	44	20	126:	562
18	44	20	126	18	126	20	126	18	44 :	478
20	126	18	44	20	167	18	195	10	253:	830
58	131	252	6	14	6	32	9	6	14 :	689
16	254	195	10	253	0	16	225	16	254:	1245
33	49	252	217	201		0	0	0	0 :	752

HE HELL!..

tmares? Disillusioned with
ed by bytes? If you're having
mming, whether they alliterate
on a your man. Drop him a line
ing the problem before you can
er Interface Edge Connector"

34H – Vector into required MOVE routine ie 28H to 2EH

36H – Debounce keys routine

'JPTAB' is a jump table with the routine addresses stored for quick vectoring. The variables used are:

JVAR – Stores an address of a routine to vector to (used by routine 34H above)

XPO5 – The X co-ordinate of the blank space in the letter matrix

YPOS – The Y co-ordinate of the blank space – 0,0 is the top left corner and 3,4 is the bottom right

PNTR – Points to the actual byte in 'MATRIX' which is the blank space character.

The routine SAVE uses IX as a base address pointer and DE as the number of bytes to save. Before we use the loader we must obviously save something to tape with this code before we call the loader. Just a few lines down in 'LOAD', we have a similar load IX and load DE. The numbers put into these registers should match those in 'SAVE' above. The rest of the program documentation is fairly self explanatory but essentially, in 'LOAD' we do the following:

1. Relocate the ROM routine to sit just after our routine
2. Re-calculate instructions in the RAM loader and put a CALL instruction in the delay section of the 'EDGE1' sub-routine
3. Set up IX and DE and call the RAM loader
4. Each time EDGE1 is called within the loader, it CALLS the GAME routine in 358T state chunks

Each of the routines in 'GAME' have been written to last approximately 358T states. They also use the exchange registers for quick accessing and to all intents and purposes, the loader just 'sees' the 'GAME' routine CALL as a delay – what was there originally.

It shouldn't be too difficult for keen programmers out there to expand on this idea and if you do come up with anything good then lets hear from you! See you next month.

MACHINE CODE ROUTINE FOR JUNE 'HOW THE HELL? . . . .'

```
        EQU OFCOOH; THIS MUST BE ON A PAGE BOUNDARY!

MATRIX:  DEFB  10H,2EH,4BH,2FH,A0M,30H, F8H, 31H,10H,4EH
         DEFB  C8H,4FH,A0H,50H,28H,51H, 60H,6EH,78H,6FH
         DEFB  08H,70H,20H,71H,98H,8EH,08H,8FH,8OH,90H
         DEFB  28H,91H,68H,AEH,28H,AFH,38H,BOH,08H,B1H

OFFTB:   DEFB  17H,26H,2DH,3CH,46H,75H,80H,8EH,FFH

RLIST:   DEFB  32H,36H,00H,02H,04H,06H,08H,0AH,0CH
         DEFB  0EH,10H,12H,14H,16H,18H,1AH,1CH,1EH
         DEFB  20H,22H,24H,26H,32H,34H

RL:      DEFB  30H,30H

JPTAB:   DEFW  PRT,PRT,PRT,PRT,PRT,PRT,PRT,PRT,PRT,PRT
         DEFW  PRT,PRT,PRT,PRT,PRT,PRT,PRT,PRT,PRT,PRT
         DEFW  MVLT,MVRT,MVOP,MVDN,GTO,KEYS,VECT,DEBN

JVAR:    DEFW  0

EXPOS:   DEFB 3

YPOS:    DEFB 0

PNTR:    DEFW MATRIX+6

SAVE:      LD IX,4000H          ;THIS IS THE SAVE ROUTINE
           LD DE,1800H          ;IX-BASE ADDRESS, DE=LENGTH
           LD A,OFFH            ;
           SCF                  ;FINALLY JUMP TO THE SAVE ROUTINE IN THE
           JP 04C2H             ;ROM TO SAVE THE DATA IN HEADERLESS
                                ;FORMAT

LOAD:      EXX                  ;FIRST SAVE THE AUXILLIARY HL REGISTERS
           PUSH HL              ;
           LD HL,RLIST          ;SET HL' TO POINT TO THE ROUTINE TABLE
           EXX                  ;
           CALL RELOC           ;NOW RELOCATE THE ROM LOAD ROUTINE
           LD IX,4000H          ;LIKE THE SAVE ROUTINE ABOVE, IX=BASE
           LD DE,1800H          ;AND DE=LENGTH FOR THE LOAD ROUTINE
           LD A,OFFH            ;
           SCF                  ;NOW CALL OUR MODIFIDED ROM LOAD ROUTINE
           CALL LSTART          ;WHICH HAS BEEN RELOCATED
           EXX                  ;
           POP HL               ;RESTORE THE AUXILLIARY HL' REGISTERS
           EXX                  ;

EIRET:     EI                   ;ENSURE INTERRUPTS ARE ON....
           RET                  ;BEFORE RETURNING

RELOC:     LD HL,0556H          ;THIS CODE SIMPLY MOVES THE ROM
           LD DE,LSTART         ;LOADING ROUTINE FROM 0556 TO THE
           LD BC,0605H-0556H    ;END OF THIS CODE AT THE LABEL
           LDIR                 ;'LSTART'
           LD HL,LSTART+150     ;
           LD DE,LSTART+148     ;
           LD BC,27             ;
           LDIR                 ;
           LD HL,LSTART+145     ;A FEW MODIFICATIONS ARE NECESSARY
           LD (HL),OCDH         ;BECAUSE THERE ARE A FEW LINES OF
           LD HL,GAME           ;CODE IN THE LOADER THAT REFER TO
           LD (LSTART+146),HL   ;ABSOLUTE ADDRESSES WITHIN THE ROM
           LD HL,EIRET          ;SO THE CODE FROM RELOOP BELOW IS
           LD (LSTART+9),HL     ;DEDICATED TO RE-CALCULATING THE
           LD BC,LSTART-0556H   ;INSTRUCTIONS ONCE THE LOADER HAS
           LD DE,OFFTB          ;BEEN REPOSITIONED. NOTE HOW IT

RELOOP:    LD A,(DE)            ;USES THE OFFSET TABLE 'OFFTB'
           INC DE               ;A IS THE 8 BIT OFFSET
           CP OFFH              ;FF IS THE STOP BYTE.
           RET Z                ;IF EQUAL TO FF THEN RETURN
           PUSH DE              ;SAVE DE TEMPORARILY
           ADD A,LSTART AND 255 ;ADD IN THE OFFSET TO LSTART AND
           LD L,A               ;STORE RESULT IN HL
           ADC A,LSTART/256     ;
           SUB L                ;
           LD H,A               ;
           LD E,(HL)            ;MAKE DE=ABSOLUTE VALUE FROM THE
           INC HL               ;OLD INSTRUCTION FROM 0556+
           LD D,(HL)            ;
           EX DE,HL             ;
           ADD HL,BC            ;PUT DE INTO HL FOR THE ADDITION TO
           EX DE,HL             ;BC AND PUT THE NEWLY CALCULATED
           LD (HL),E            ;ABSOLUTE ADDRESS BACK
           INCL HL              ;
           LD (HL),D            ;
           POP DE               ;RESTORE DE
           JR RELOOP            ;AND CONTINUE UNTIL COMPLETE

GAME:      EXX                  ;THE SHUFFLE GAME IS COMPLETELY
           LD B,MATRIX/256      ;WRITTEN USING THE EXCHANGE
           LD A,(HL)            ;REGISTERS.
           LD C,A               ;A AND C BOTH = ROUTINE NUMBER*2
           INC HL               ;STEP ROUTINE POINTER ON FOR NEXT
           PUSH HL              ;VALUE AND SAVE IT FOR LATER
           ADD A,JPTAB AND 255  ;VECTOR IN TO THE JUMP TABLE FOR
           LD L,A               ;THE REQUIRED ROUTINE WITH THE
           ADC A,JPTAB/256      ;ADDITION OF A AND HL
           SUB L                ;
LD H,A     ;
           LD A,(HL)            ;USING THE ACCUMULATOR AND HL
           INC HL               ;WE NOW GET THE JUMP TABLE VALUE
           LD H,(HL)            ;FOR THE REQUIRED ROUTINE AND
           LD L,A               ;AFTER SETTING HL TO POINT TO IT,
          *JP (HL)              ;WE JUMP TO THE ROUTINE.

PRET:      POP HL               ;ALL BUT ONE ROUTINE JUMPS BACK
           EXX                  ;HERE WHEN FINISHED
           RET                  ;NOW RETURN TO THE LOADER 360ish T
                                ;STATES LATER

VECT:      LD HL,JVAR           ;HL POINTS TO THE SUFFLE DIRECTION
           LD A,4               ;NUMBER.
           SUB (HL)             ;USING THE ACCUMULATOR, WE NOW DO A
           ADD A,A              ;SIMPLE CALCULATION TO ARRIVE AT A
           ADD A,28             ;ROUTINE NUMBER AND 'POKE' IT INTO
           LD (RL),A            ;THE ROUTINE LIST AT 'RL'
           LD B,13              ;NOW WE SIT AROUND FOR A WHILE

VE10:      DJNZ VE10            ;TO TOT UP OUR 358 OR SO T STATES
           JP PRET              ;AND FINALLY RETURN
```

HOW THE HELL!

```
MVLT:    LD A,(XPOS)        ;AFTER PRESSING 'O', WE ENTER HERE
         CP 3               ;FROM THE JP(HL) IN GAME, WE CHECK
         JR Z,MV20          ;TO SEE IF WE CAN MOVE A LETTER TO
         INC A              ;THE LEFT AND IF NOT, WE JUMP TO
         LD (XPOS),A        ;MV20 OR ELSE WE UPDATE THE XPOS
         LD A,2             ;VARIABLE AND JUMP TO MV10
         JR MV10            ;
MVRT:    LD A,(XPOS)        ;THIS IS AN IDENTICAL PIECE OF CODE
         CP O               ;AS FOR 'MVLT' EXCEPT IT ACTS UPON
         JR Z,MV20          ;THE PRESSING OF THE 'p' KEY AND IS
         DEC A              ;FOR TESTING WHETHER WE CAN MOVE A
         LD (XPOS),A        ;A LETTER TO THE RIGHT.
         LD A,-2            ;
         JR MV10            ;

MVUP:    LD A,(YPOS)        ;TEST FOR MOVING A LETTER UP WITH
         CP 4               ;THE 'q' KEY
         JR Z,MV20          ;
         INC A              ;
         LD (YPOS),A        ;
         LD A,8             ;
         JR MV10            ;

MVDN:    LD A,(YPOS)        ;TEST FOR MOVING A LETTER DOWN WITH
         CP O               ;THE 'a' KEY.
         JR Z,MV20          ;
         DEC A              ;
         LD (YPOS),A        ;
         LD A,-8            ;
         JR MV10            ;

MV10:    LD HL,(PNTR)       ;IF A LETTER WAS ABLE TO BE MOVED,
         LD D,H             ;WE COME IN HERE WITH ACCUMULATOR
         LD E,L             ;HOLDING AN OFFSET NUMBER TO ADD TO
         ADD A,L            ;THE VARIABLE (PNTR) TO UPDATE IT
         LD L,A             ;TO POINT TO THE BLANK SPACE.
         LD (PNTR),HL       ;
         LD A,(HL)          ;
         LD (DE),A          ;
         LD (HL),OF8H       ;STORE AN UNDERLINE CHARACTER IN
         LD B,2             ;THE BLANK SPACE AND PRESET 'B' FOR
         JR MV30            ;THE DELAY ROUTINE AT MV30

MV30:    DJNZ MV30          ;WAIT 'B'*13-5 T STATES
         JP PRET            ;RETURN

KEYS:    LD A,OFDH          ;FIRST WE TEST THE 'a' KEY FOR THE
         IN A,(OFEH)        ;MOVE LETTER DOWN ROUTINE
         AND 1              ;
         JR NZ,KY10         ;JUMP IF NOT PRESSED
         LD A,1             ;THE DOWN ROUTINE IS NUMBER 1
         LD B,12            ;B IS A DELAY
         JR KY50            ;

KY10:    LD A,OFBH          ;NOW TEST THE 'q' KEY FOR THE MOVE
         IN A,(OFEH)        ;LETTER UP ROUTINE
         AND 1              ;
         JR N2,KY20         ;JUMP IF NOT PRESSED
         LD A,2             ;THE UP ROUTINE IS NUMBER 2
         LD B,9             ;B IS A DELAY
         JR KY50            ;

KY20:    LD A,ODFH          ;NOW TEST THE 'p' KEY FOR THE MOVE
         IN A,(OFEH)        ;LETTER RIGHT ROUTINE
         LD C,A             ;SAVE BIT 1 IN C
         AND 1              ;
         JR NZ,KY30         ;JUMP IF NOT PRESSED
         LD A,3             ;THE RIGHT ROUTINE IS NUMBER 3
         LD B,7             ;B IS A DELAY
         JR KY50            ;

KY30:    LD A,C             ;FINALLY TEST THE 'o' KEY FOR THE
         AND 2              ;MOVE LETTER LEFT ROUTINE
         JR NZ,KY40         ;JUMP IF NO KEYS PRESSED
         LD A,4             ;THE LEFT ROUTINE IS NUMBER 4
         LD B,4             ;B IS A DELAY
         JR KY50            ;

KY40:    XOR A              ;IF NO KEYS WERE PRESSED, MAKE 'A'
         LD B,5             ;EQUAL TO ZERO

KY50:    DJNZ KY50          ;WAIT FOR THE RELEVANT DELAY
         LD (JVAR),A        ;STORE THE ROUTINE NUMBER IN JVAR
         JP PRET            ;RETURN
                            ;THIS ROUTINE PRINTS ONE CHARACTER

PRT:     LD A,(BC)          ;FETCH THE CHARACTER CODE*8 FROM
         INC BC             ;MATRIX AND PUT IT INTO 'L'
         LD L,A             ;
         LD A,(BC)          ;NOW FETCH THE SCREEN ADDRESS LOW
         LD E,A             ;BYTE FROM MATRIX AND PUT IT INTO
         LD H,3EH           ;'E'. SET UP 'H' AND 'D' WITH THEIR
         LD D,48H           ;RELEVANT HIGH BYTE VALUES
         DEFB 7EH,12H,2CH,14H ;THESE BYTES ARE REPEATED INSTRUCTIONS
         DEFB 7EH,12H,2CH,14H ;OF THE FORM:
         DEFB 7EH,12H,2CH,14H ;LD A,(HL)
         DEFB 7EH,12H,2CH,14H ;LD (DE),A
         DEFB 7EH,12H,2CH,14H ;INC L
         DEFB 7EH,12H,2CH,14H INC D
         DEFB 7EH,12H,2CH,14H ;FOR SPEED, THE INSTRUCTIONS ARE
         DEFB 7EH,12H       ;REPEATED 8 TIMES
         JP PRET            ;RETURN
                            ;DEBOUNCE THE KEY PRESSES

DEBN:    LD A,(JVAR)        ;IF A KEY WAS PRESSED ON THE LAST
         LD B,14            ;LOOP, (JVAR) WILL BE NON-ZERO
         AND A              ;IF NON-ZERO, JUMP TO GO10 TO RESET
         JR NZ,GO10         ;THE ROUTINE POINTER TO 'RLIST'
         LD B,14            ;IF NOT, JUST SIT AROUND AND WAIT

DE10:    DJNZ DE10          ;FOR A BIT BEFORE
         JP PRET            ;RETURNING

GOTO:    LD B,16            ;THIS ROUTINE RE-SETS THE ROUTINE

GO10:    POP HL             ;POINTER HL' TO 'RLIST' PRIOR TO

GO20:    DJNZ GO20          ;DELAYING FOR A BIT
         LD HL,RLIST        ;
         EXX                ;FLIP REGISTERS BACK AND RETURN
         RET                ;DIRECTLY TO THE LOADER AT
                            ;LSTART+148

LSTART:                     ;THIS IS WHERE THE LOADER IS MOVED
                            ;TO
```

BASIC PROGRAM TO ENTER THE DECIMAL LISTING FOR THE JUNE HOW THE HELL?

```
10  LET M=64512
20  FOR Z=0 TO 50
30  LET T=0
40  FOR N=0 TO 9
50  INPUT X
60  LET 5=T+X
70  POKE M+N+Z*10.X
80  NEXT N
90  INPUT "Checksum",C
100 IF C<>T THEN PRINT "INPUT LINE AGAIN": GOTO 30
110 PRINT "LINE ENTERED CORRECTLY"
120 NEXT Z
130 SAVE "SHUFFLE" CODE M,505
```

After you have saved the program, you can load it in using LOAD "SHUFFLE" CODE. The saver is run at address 64648 while the loader is executed at address 64661. Note that you must really do a CLEAR 64511 before loading the code as it may corrupt the machine stack. To test the program, load in a suitable screen and do a RANDOMIZE USR 64648 remembering to set your cassette recorder into record beforehand. Once the data has been saved in this way, rewind the tape and do a RANDOMIZE USR 64661 to load it back in – using the 'Q', 'A', 'O' and 'P' keys you can also play the shuffle game.



DATEL ELECTRONICS

SPECIAL VALUE PACK



RAM TURBO

WITH FREE SUPERSPRINT GAME!!

- The Ram Turbo has long been recognised as the best joystick interface ever devised for the Spectrum. The Quickshot II has sold over 15 million world wide!! Put the two together & you have got the best combination possible - add a free copy of 'Supersprint' from Activision & you can't get a better deal!!
- The Ram Turbo is a dual port interface supporting all formats - Kempston, Cursor & Interface II.
- Through port allows for other add-ons.

QuickShot II VALUE PACK

- Built in reset switch & power protector.
- Allows simultaneous two player option for dual games (inc. free Supersprint).
- Works with any standard 9 pin joystick including auto fire types.
- The Quickshot II is a superbly styled joystick with trigger & top fire buttons for ease of use.
- Four suction cups on the base facilitate one hand operation.

ONLY £22.99 COMPLETE

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RAM TURBO INTERFACE AVAILABLE SEPARATELY ONLY £14.99







JOYSTICK INTERFACE

- Full Kempston compatibility.
- Works with most any program.
- Superbly styled case - fits snugly into your Spectrum.
- Accepts any 9 pin type joystick, including rapid fire models.

ONLY £6.99

COMPLETE WITH QUICKSHOT II ONLY £13.99

OCP MICRO MANAGERS

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- Store up to 350 names, addresses & phone numbers.
- Find just what you want easily - multi-indexing.
- Label printing routine - full screen editing.

FINANCE MANAGER

- A superb yet simple program that allows you to keep your finances in order.
- From household to small business this is your answer.

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- Ideal for the small business - up to 600 lines.
- Produce invoices, sales totals, pricelists, etc. easily with this simple to use program - stock management has never been so easy!

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OCP TOOLKITS

MASTER TOOLKIT

- Add a whole range of powerful new commands to the existing Spectrum Basic.
- Re-number, realtime clock, memory map, trace function, number conversion, program compression, etc.
- A real must for the programming beginner.

EDITOR ASSEMBLER

- If you are writing Machine Code or just exploring your Spectrum then this is for you.
- Full Z80 instruction set supporter.
- Too many features to list.

MACHINE CODE TESTER

- The ultimate professional tutor/de-bugger
- This program was written to help the beginner to explore the world of machine code programming.
- Sits in memory alongside the editor assembler program.

ALL THREE ONLY £14.99 (All Microdrive compatible)

DUAL PORT JOYSTICK INTERFACE



- Full compatibility with Kempston & cursor.
- Two sockets to accept any 9 pin joysticks.
- Supports rapid fire models.
- Allows two player simultaneous control.

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COMPLETE WITH QUICKSHOT II ONLY £15.99

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- Allows standard 9 pin joysticks (Quickshots etc.) to be connected to your +2 & +3 computers.

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- Allows peripherals to be connected together (memory conflicts allowing).

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THE ULTIMATE PRINTER INTERFACE WITH BUILT-IN WORDPROCESSOR...NO SOFTWARE TAPES TO LOAD!!

- Works with most any fullsize Centronics printer.
- Huge range of printer driver options for maximum compatibility.
- Software on ROM - just power up & go!
- Even has built-in joystick interface (Kempston).
- Comes complete with printer cable - no more to buy.

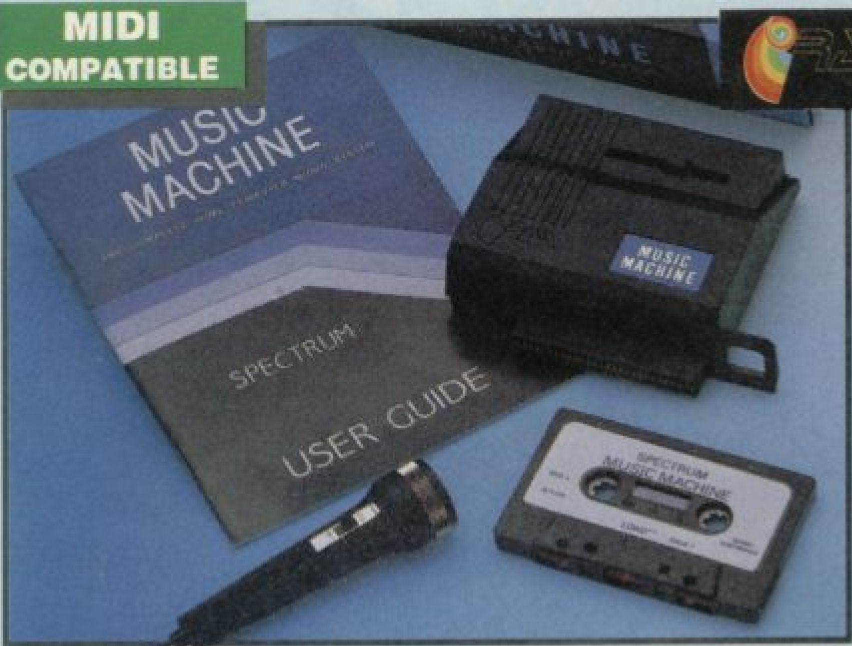
PLUS A SUPERB WORD PROCESSOR...

- Not only are the printer drivers in ROM - the RamPrint even has a wordprocessor built-in!! Just power up & type.
- Full range of wordprocessor commands without the need to load anything.

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DATEL ELECTRONICS

MIDI COMPATIBLE



MUSIC MACHINE

THE RAM MUSIC MACHINE IS PROBABLY THE MOST EXCITING MUSIC ADD-ON AVAILABLE FOR ANY COMPUTER.

- It's a full sound sampling system allowing any sound to be recorded digitally into computer RAM. Once stored the sound can be replayed at different pitches with many varying effects.
- It's an echo chamber & digital delay line. Create very interesting effects.
- Various sampled sounds are provided to get you going.
- The Music Machine can be used as a drum machine - eight drum sounds are provided, but you can easily produce more of your own.
- The powerful software allows you to compose tunes from individual bars of music. You can edit on screen & Save/Load sounds, instruments & rhythms.
- It's a two voice music/sound synth.
- Fully MIDI compatible. The Ram Music Machine supports full MIDI In, MIDI Out & MIDI Thru.
- Output through your Hi-Fi or Headphones. Comes complete with Microphone.
- Use a full size MIDI keyboard to play the Music Machine.
- Sounds produced by the Music Machine can be mixed with a MIDI Synthesiser's own sounds.
- On screen Sound Editor can produce MIDI data from your own compositions.
- No other product can offer so much in one unit - it's the total solution!!

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- Allows you to create an infinite range of synthesised sounds over 8 octaves.
- Explosions, zaps, chimes, whistles, etc.
- 3 channels of tone &/or white noise.
- Comes complete with it's own 4" pod mounted speaker - volume control - cassette software.
- Even acts as a "Beep" booster to amplify the sounds from your games for added realism.

ONLY £19.99

Games ace



- Not only a fully Kempston compatible joystick interface - but also boosts the sound from your games & delivers it through your television speaker.
- Fully controllable from a whisper to a roar.
- Ideal for early Spectrums with only a "Beep".
- Accepts any 9 pin joystick.

ONLY £10.99

COMPLETE WITH QUICKSHOT II ONLY £17.99

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- Very easy to use, comes complete with comprehensive instructions.
- Complete with 4" pod mounted speaker.
- Infinitely variable vocabulary using allophones.
- Create words & sentences easily.
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- Now you can connect most full size parallel printers to your Spectrum.
- Fully relocatable controlling software (cassette).
- Interfaces with most software using the printer channel e.g. Tasword, Devpac, etc.
- LList, LLprint supported, HiRes screen dump (Epson).
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- Just plug in & draw circles, rectangles, squares & freehand drawings.
- Choose inks, papers, erase, fill, etc.
- Fully menu driven.
- Very easy to use - all functions selected from on-screen instructions.
- Top quality interface & lightpen unit complete with software (cassette).
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UGLY LITTLE SOD!

They're ugly! They're revolting! They're disgusting! No, not C***h readers (I don't know, though – JD); they're *Boglins* Glolloping up from the nearest swamp come this assortment of latex semi-human weirdies, blessed with names such as Drool, Sponk and Squidge. They come in their own little cages, to stop them getting out and performing all sorts of horrible tricks, and if you stick your hand up their backs and wiggle your fingers they pull horrible faces (But you can do that with Tony – AS).

Mattel's *Boglins* come in two sizes at around £5.50 and £12.50, and they're so revolting they'll probably be an enormous hit. If you really want to nause your granny, tell her you found one in the fridge.

LAUGHING GEAR

What's small and pinky-red, has a life of it's own and will have you amused for hours? Yes. Finally, after years of apparent exile from jokeshops around the globe, *CHATTERING TEETH* are back! Huzzah!

The history of the *mirth-making masticators* (Groan) can be traced back to early Victorian days when the false plates of upper and lower dentures were assembled and moved, hilariously, as if they were talking.

Obviously throughout the years the product was refined and improved though it's largely unclear as to when the clockwork mechanism was introduced.

As you can see, our *manic molars* (Ouch) have developed little feet to help in their comic journey.

And for the astoundingly *bite-sized price* (Aaargh) of £1.99 we firmly predict that teeth will be chattering all over the country this summer. (Hem hem).



Ladies and Gentlemen, performing tonight without the aid of Conrad Poohs, it's... (appearing at Cascade shops)

SMILE PLEASE

James Bond, eat your heart out! Now anyone can disguise themselves as a Japanese tourist (not that there is anything at all comedic about being a Japanese tourists; they provide a large amount of revenue to our National tourism industry and are very nice péople) with this super mini-camera.

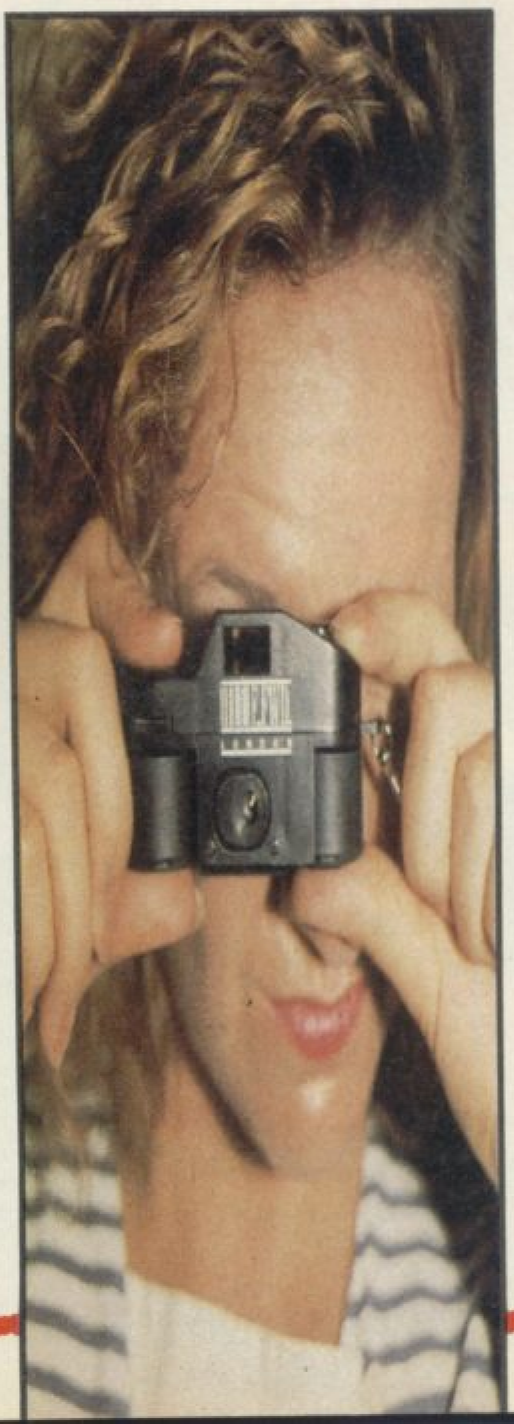
A slightly jazzed-up version of the ultra-cheap crappy non-working cameras which you can find on the floor almost anywhere, this one is slightly nicer, and takes halfway decent pictures. There's no focus, shutter speed or, well, anything apart from a button to take the pic and a windy thing to wind the film on.



There are two super little carrying compartments large enough to contain some loose change (this is actually where the film goes) and a keyring too.

F.Fwd Strikes again! Very ingenious, Mr Bond!

Available at F.Fwd for a fiver.







It's mad! It's Crazy! It's Maglite!

STRIKE A LIGHT

If you're planning any sort of noctural activity, whether it be a late-night comics session, a trip down the garden to the lodger's home-brewing kit for a "sample" or a simple breaking and entering*, Maglite is the item for you.

It's revolutionary! It's phenomenal! It's a pen-light!

Well, okay, it's a bit better than your standard pen lights. It works, for one thing, and it's got that sturdy, job-to-be-done feel about it which will withstand a fair few knocks.

The feature that makes the Maglite stand out from the millions (? – JD) of other similar torch type affairs is that you can focus the light to the most sensible shape depending on your after-dark work.

If you're trying to find the cat in the garden, switch to wide-beam and the whole blummin place is instantly as bright as day†. If you're leafing through some back issues or searching your parents' underwear drawer for, "Er.. nothing" you'll need ultra-high density mega-focus beam which is like focusing the sun through a magnifying glass. You'll have to be careful that you don't cut a laser-beam-like line through thing, though††.

There are even loads of incredible accessories you can use to CLIP THE MAGLITE TO YOUR SHIRT! Or CLIP THE MAGLITE ON YOUR BELT! Or even CLIP THE MAGLITE TO YOUR CAR! Excellent.

And it's available at F.Fwd (posey gadget shop full of actually quite good things) Newburgh St. W1 for the bargain knock-down couldn't do it any cheaper price of £10.00.

* Sinclair User does not condone breaking and entering, armed robbery or littering. (Legal Dept.) † Slight exaggeration.
†† Outright lie.



IS THIS YOUR LUCKY DAY ?

The problem with most of these live combat games is that they involve driving out into the countryside, getting cold and wet and being splattered with paint. Quasar is different.

Imported from Australia, the first outlet has just opened up in North London's exclusive Turnpike Lane, in a converted cinema. Instead of paint-guns you have infra-red pistols and a chest-pack sensor, a bit like a sophisticated version of the popular Laser Tag toys. Two teams fight it out in a multi-level maze full of smoke, lights and rock music. Get zapped and your power-pack cuts out, and you have to find an energy source to re-energise ???? ????? ???? ???? ???? ???? Quasar, 01-348 9798.



RAT A TAT TAT

Remember Gary Whitta looking a right spaz dressed up as a rockin', rappin' body-popper with the Body Rap drum machine in Outlands a while back? Well, now you can achieve almost the same effect without looking such a divot.

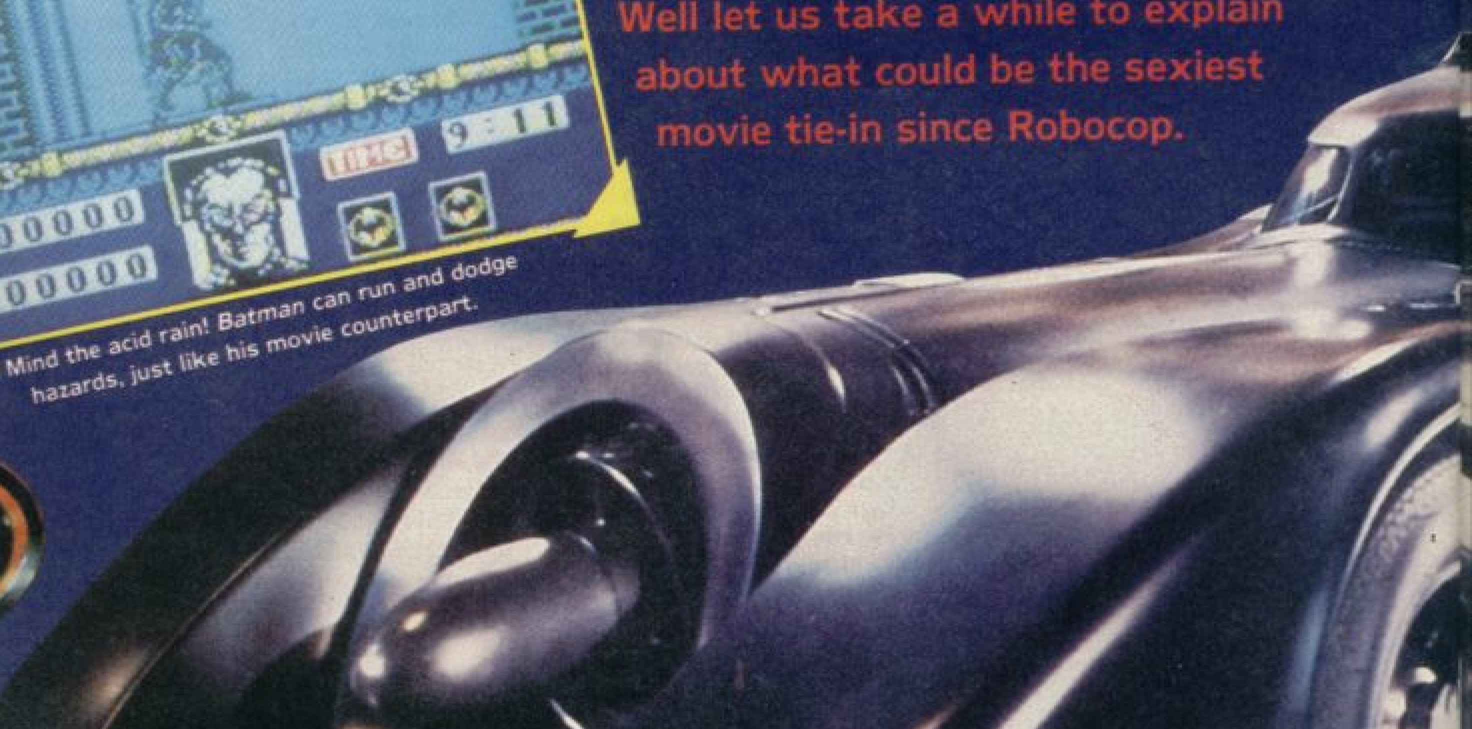
Rhythm Stix from Rainbow consists of two (2) brightly-coloured plastic drumsticks, connected by curly leads to one (1) drum synth and amplifier, which can be clipped to your belt (or your trouser turn-ups, come to that). Hit anything – yes, ANYTHING – the cat, a spam sandwich, Colonel Gaddafi – with the sticks, and you get the most fantaaa-stic drum synth noises ranging from Fuzz Tom (peeoow peeoow!) to Phaser (er, PEEoow PEEoow!). There are sixteen sounds in all, which are selected using press-buttons on the amp. The widget costs around £19.95 from Toys'R'Us.

MOVIE PRE-



Mind the acid rain! *Batman* can run and dodge hazards, just like his movie counterpart.

Shhhh! I'm trying to watch the film! What? You mean you don't know anything about Batman? Well let us take a while to explain about what could be the sexiest movie tie-in since Robocop.







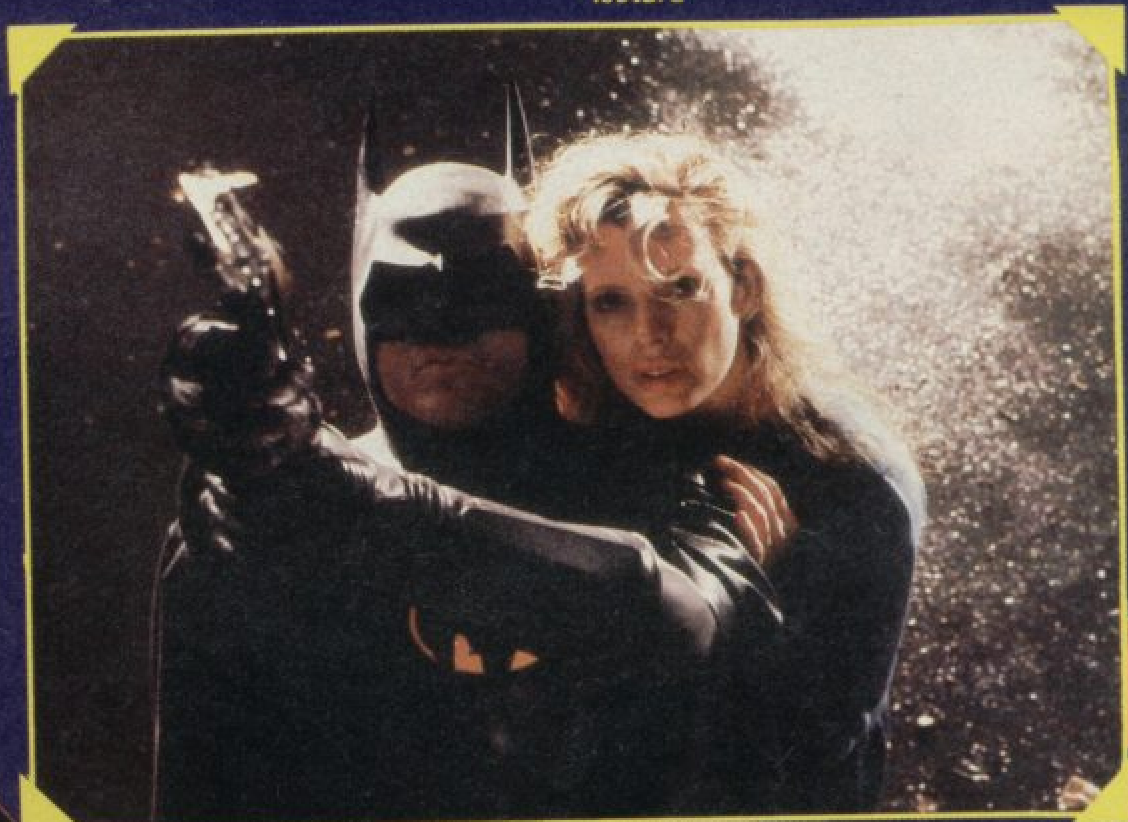
The the Batmobile! Racing through Gotham City, you must take on the bad guys on tarmac too.

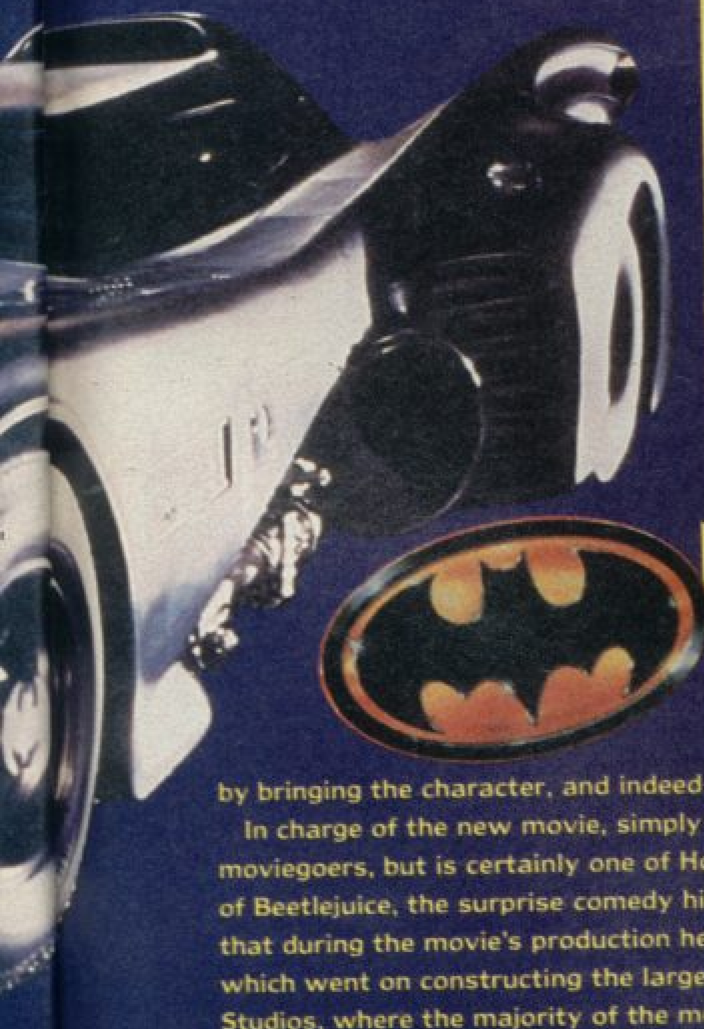
VIEWS

BATMAN

If your only memory of Batman is that of the outrageously-camp Sixties TV series, you could be in for a shock this Summer. The Caped Crusader is back – and he isn't smiling much.

Whenever you mention the word "Batman" everyone thinks of Adam West leaping around in a light-grey leotard





cracking jokes while diminutive sidekick Robin punches the palm of his hand exclaiming "Holy despicable plan to take over the world!" Hardly surprising, given that the 20-year old TV Show is the only source of most people's Batman knowledge. It's Batman's original grim and menacing image that the new movie intends to revive by bringing the character, and indeed the whole scenario, back down to earth.

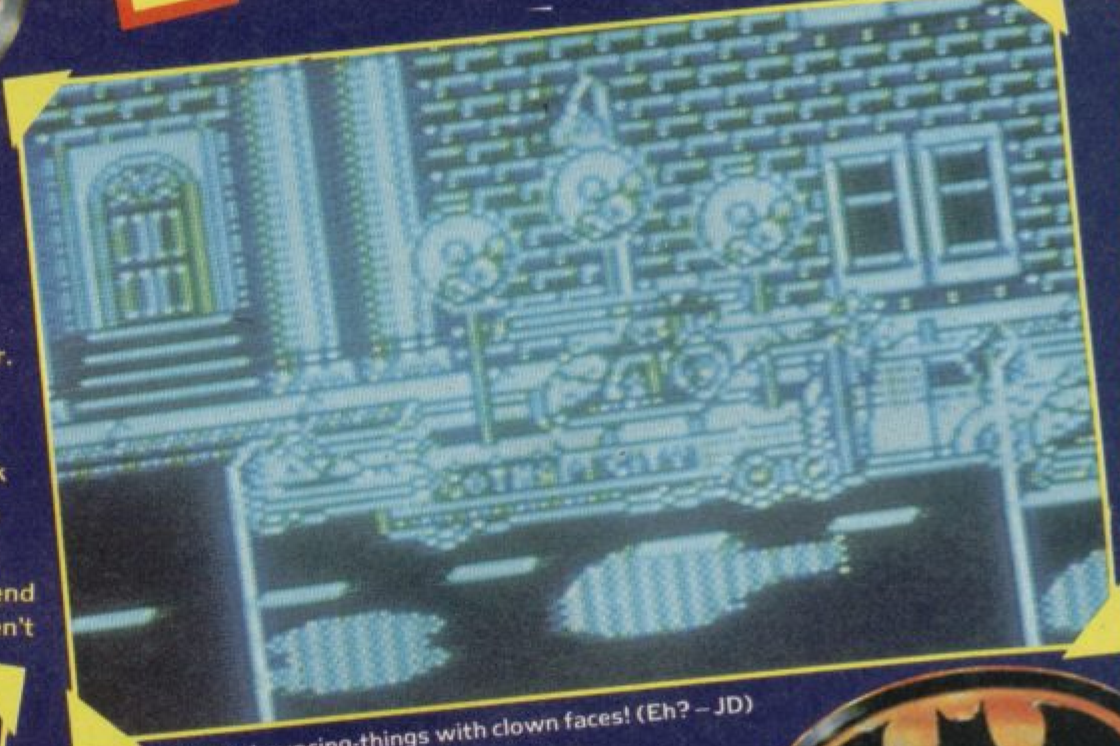
In charge of the new movie, simply titled Batman, is director Tim Burton, who may not be a household name among moviegoers, but is certainly one of Hollywood's major whiz-kids at the moment – he's best known as the director of Beetlejuice, the surprise comedy hit of last year. For Batman, Burton pulled out all the stops. It's estimated that during the movie's production he spent every last penny in the £40 million budget, over £3 million of which went on constructing the largest open set ever built to bring Gotham City to life at Pinewood Studios, where the majority of the movie was filmed.

The most famous names among the new cast are Michael Keaton, star of Beetlejuice (where he

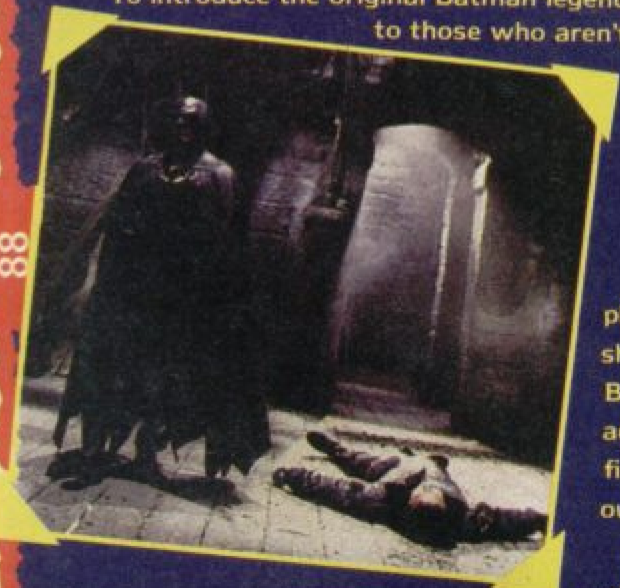
PREVIEWS

worked with Tim Burton) who plays Batman/Bruce Wayne, and Jack Nicholson who co- stars as his arch-enemy The Joker. Other well-known faces include Kim Basinger as Vicki Vale, Bruce Wayne's dizzy reporter girlfriend, Billy Dee Williams, Jack Palance and even Jerry Hall, who makes a short appearance as The Joker's moll.

To introduce the original Batman legend to those who aren't familiar with it, much of the movie's plot deals with the origins of Batman and The Joker, showing how the two came about and goes on to depict Batman's first encounters with Gotham's criminal element by night (under Bob Kane's advice, throughout the entire film he's never seen during the day) – and of course his first public meeting with The Joker, when the demented criminal threatens to wipe out half of Gotham's population with a poisonous gas.



Holy bouncing-things with clown faces! (Eh? – JD)



Batman has now looked up significantly since the TV show days. The famous utility belt now features such weapons as a gas-powered grappling gun that shoots wire around villians' necks to ensnare them, and the new $50,000 Batmobile doesn't let little things like brick walls get in its way – it just blows holes in them with a pair of front-mounted machine guns!



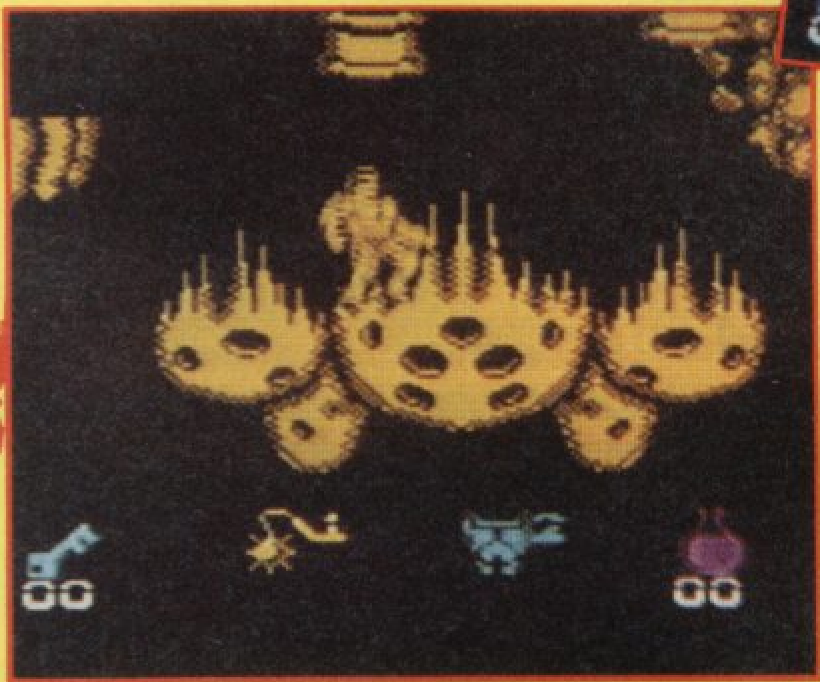


Batman is being hyped as the biggest movie event of the year, and from what has been seen of it so far, it looks like it's going to be just that. We'll have to wait until August 11th, when it's premiered here to find out if the finished product lives up to the publicity, but one thing is certain – it'll make a box-office killing.

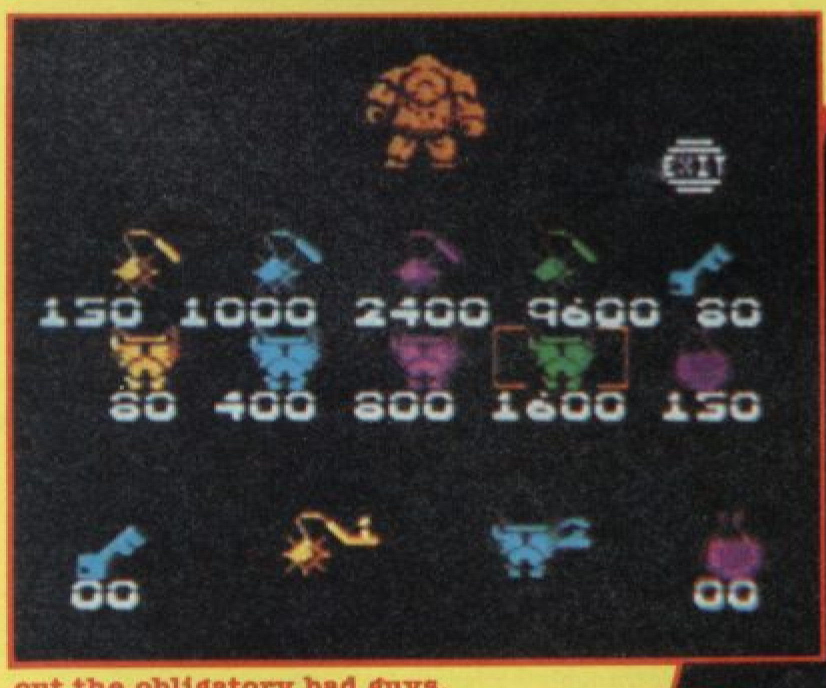
Black Tiger

Black Tiger? Black Background **more like! Ho ho, I'm such a card. But seriously folks,** Black Tiger **is two things. First, it's an arcade scrolly shoot-em-up thingy that received seriously good reviews, and it's also US Gold's newest coin-op signing thingy, and boy does it look good. I never actually played the original coin-op, so as far as I can tell, you are a stubby little man with a very long spiked thingy which he wazzes about all over the screen and uses to take**











out the obligatory bad guys.

Should feature loads and loads of levels, playability, action, bad guys and small yellow circles with the number five inside them.

Release date: Soon

Price: Probably around a tenner.

PRE-VI

Starglider 2

Oo-er, this looks a bit ultra fabby, don't it. Funnily enough, it reminds us quite a bit of one of those sixteen bit masterpieces that Firebird said they were going to convert to the Spectrum eons ago. How we laughed! How on earth is anybody going to take an ultra-fast filled vector 3D space shoot-out adventure and put it on a spectrum. Especially when you think that there are over 80 different types of enemy craft, plus the ability to not only fly around in space, but also dive down toward a planet surface, fly around the planet a bit, and then fly into tunnels in the ground and go underground. The only way they could ever possibly hope to get any kind of speed on the Spectrum would be to use hidden line vectors rather than filled or shaded. A bit like the game in this screenshot. No, **Starglider 2** will never work on the Spectrum.

Now what game do I have here? Oh. It's **Starglider 2**.

Streetdate: August

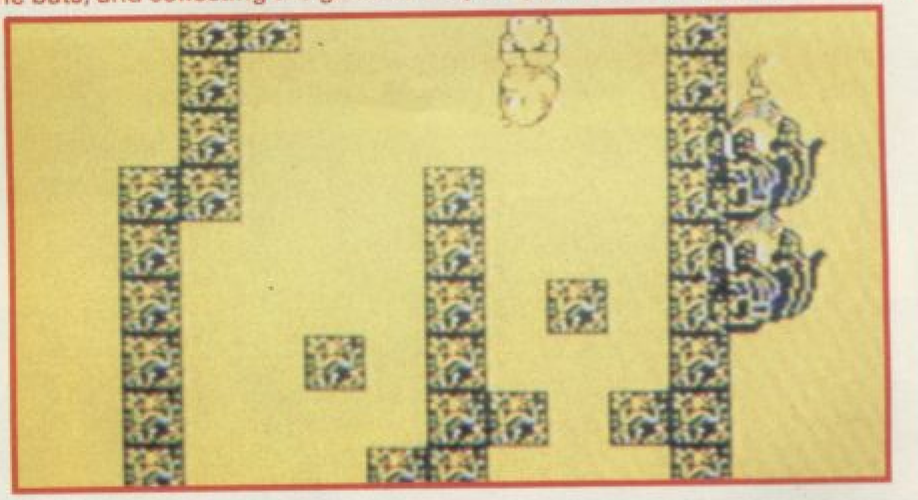
Price: £8.95.



New Zealand Story

Altogether now, aaaaahhh! Isn't it sweet! Meet the ever lovable Mr Kiwi, hero of yet another of those Ocean arcade thingies. Mr Kiwi has a bit of a problem. Mrs Kiwi keeps being kiwinapped by the evil, well, whoever. So you have to run, jump and shoot your way to her freedom.

Armed with only a bow and arrow (!?!) our intrepid little birdlike friend races around the multi scrolling landscape shooting the bad guys, like the hedgehogs and the bats, and collecting the goodies they drop, which can range from sweets







The Muties Stole My Truck

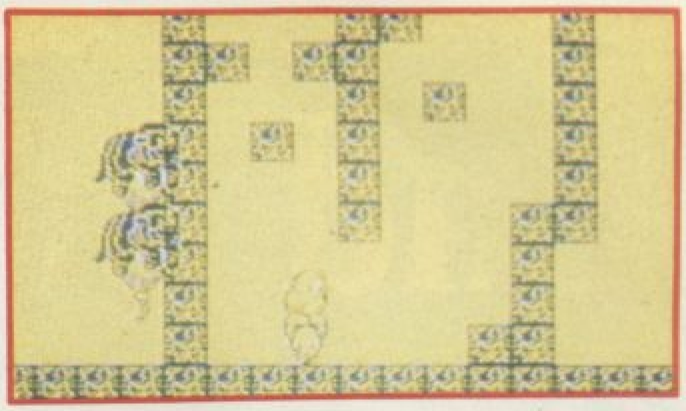
No, it's not another one of those strange games from Software Products, TMSMT is the biggest and best thing Players have ever done, apparently. Looking at the screenshots, we almost feel inclined to agree.

It seems that the muties have in fact taken your six-wheeled woner, so off the set through numerous levels of madness and mayhem in an effort to retrieve it. Battle the zombies in the graveyard and through the forest. Fight off the mutant giant guards in the mutie fortress. And all done with massive chunky, hunky, funky graphics, with smooth scrolling and animation to match.

All this and extra weapons and capsules to make you invincible and everything. Could be a hit, check next ish for full review.

Release date: Soon *Price: Cheap.*

EWS

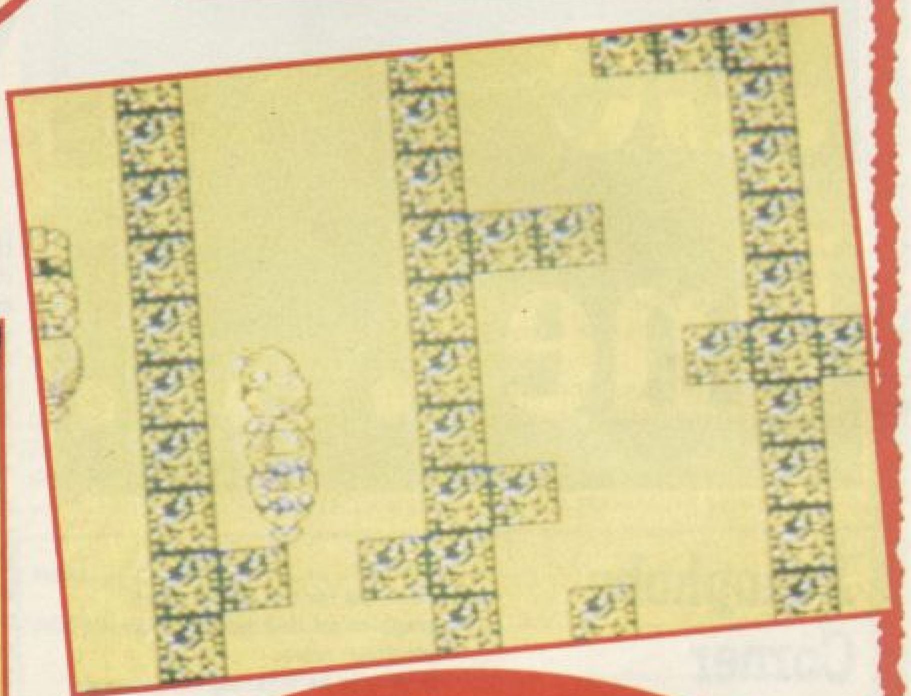


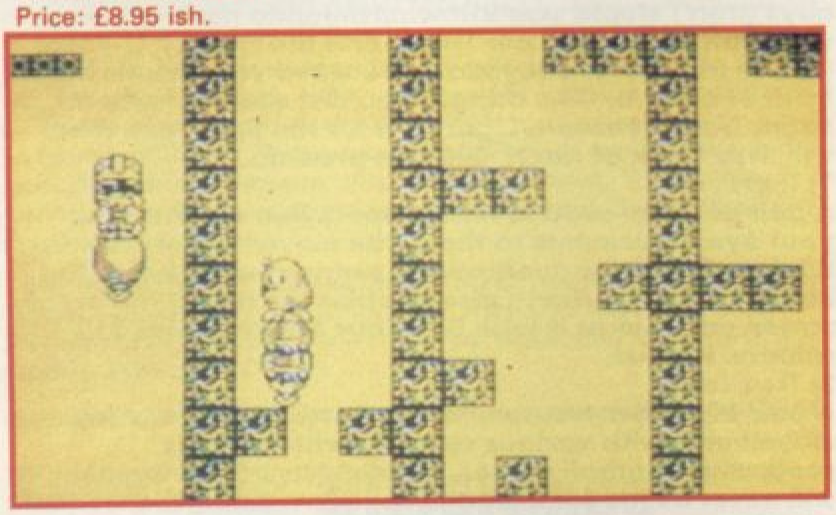
to extra weapons like bombs (!?!) and laser rifles (!?!).

And just in case he needs a little lift, there are hot air balloons to lift him up where eagles fly, where he belongs, above the clouds, and oh dear I'm turning into Joe Cocker.

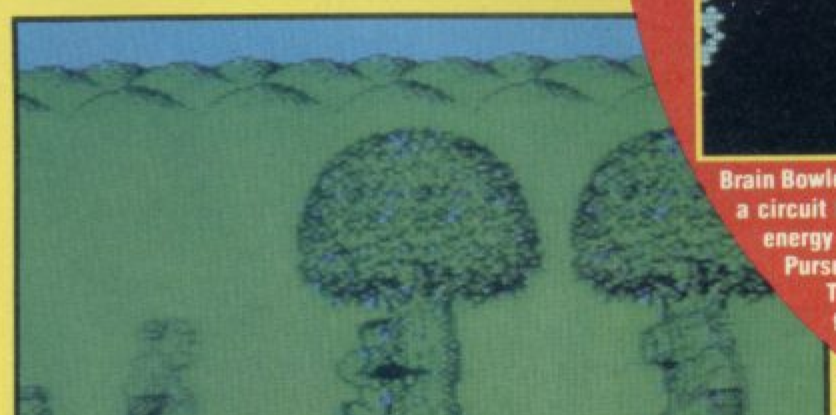
It all seems like complete madness, but in a really cute sort of way. Expect a review just as soon as our stomachs resettle.

Release date: Soon
Price: £8.95 ish.









PURPLE SATURN DAY

Well, this is a strange Gallic- type affair and no mistake mon dieu. Crazy title, crazy game; Purple Saturn Day is Infogames' idea of what the Olympic's might look like if they took place in the far future; but there's none of your "I feel as sick as a Venusian Weeble-bird" space football to be seen. Instead you take part in four radically different sporting evenings against seven alien races, after practicing against a droid. The events include Time Jump, a fairly straightforward shoot-'em-up;





Brain Bowler, where you have to solve puzzles to activate a circuit board; Tronic Slide, where you battle to collect energy globes on a special grid; and finally Ring Pursuit, which is a race through an asteroid belt. The graphics look spiffing, as you'd expect from the company responsible for the original but strange Captain Blood, Exxos Software. PSD also boasts lots of stats screens and such on 16-bit, so let's hope they all make it across to the Spectrum or there'll be some long faces. Streetdate: August
Price: £8.95

End of the line . . .

Xenophobe Corner

Foreigners. Funny lot, aren't they? Take Bo Jangeborg, Swedish programmer famed for software hits such as Fairlight (I and II) and, er, others too. Here Bo (in a press release explaining that he's putting together whizzy graphics packages for the forthcoming SAM Coupe) is in a most odd photo scenario.

Allowing for the slightly naff graphics/art link two immediate questions arise:

1) Why is he wearing his granny's cardigan – like his granny?

2) Why is he using such a big brush and paint-pot?

Either they are cunning subliminal message-jokes selling Bo to us as a new Van Gogh and suggesting that he's "painting the house" – har har on the picture or he's as batty as a fruitcake and has been the victim of a horrible PR get-up. You decide.



ADD-ON-O-RAMA

If you can't sell 'em a new computer, sell 'em something new to plug into their old computer! These marketing guys aren't stupid you know....Nintendo have come up with stuff like the Power Glove and the spooky U-Force (where instead of a joystick, you wave your hands in front of a mirror-like thing, ohoo err) and that nice Mr Sugar has released a Light Gun for the Spectrum. What will they think of next? Gremlin predicts....

1) The I-Force

A pair of wrap-around mirror specs that synchronise your eye movements to the sprite movement on screen. Blink to fire, raise eyebrows to enter your name on the high-score. The I-Force also doubles the resolution of the screen and makes it look like your Spectrum has 512 colours. Honest.

2) The L-Force

A pair of rubber trousers which synchronise your leg movements with various custom-written sports programs. Football games, sports sims and strip poker will never be the same again. For extra value, the L-Force doubles as a servicable set of waders...

3) The Power Ring **(Girlies only)**

This ring (solitaire diamond set in plasticine) will give you the following mysterious powers over your boyfriend:

a) The ability to stop him going down the pub with his mates

b) Make him do the washing-up

c) Mow the lawn

d) Be polite to your relatives

NB. For this item, a Spectrum computer is not needed. Previously marketed as The Engagement Ring.

4) SU-Force

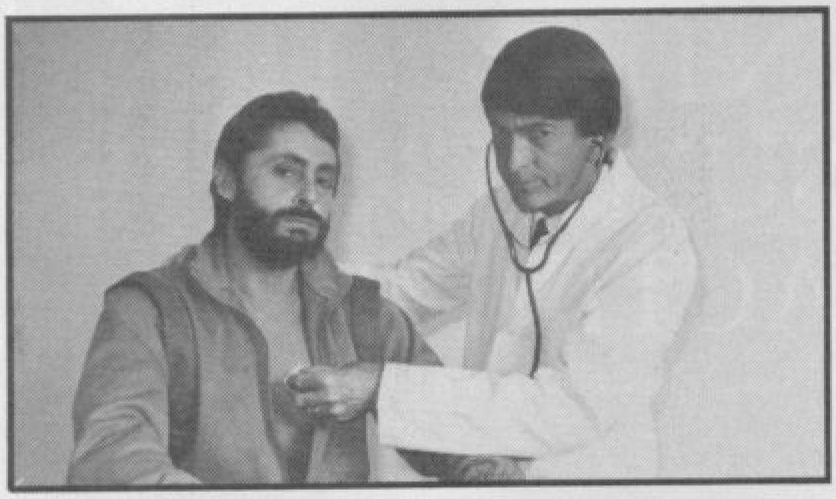
Essential peripheral device manufactured from the finest Scandinavian wood pulp overlaid with the choicest coloured inks. Therein lies vital information that will impart to you knowledge of brill and/or dodgy games plus providing several chortles along the way – or your money back* (*This bit isn't actually true). May also be used for eating chips out of.



5) The F-Spiky-sticky-in-head-atron Force

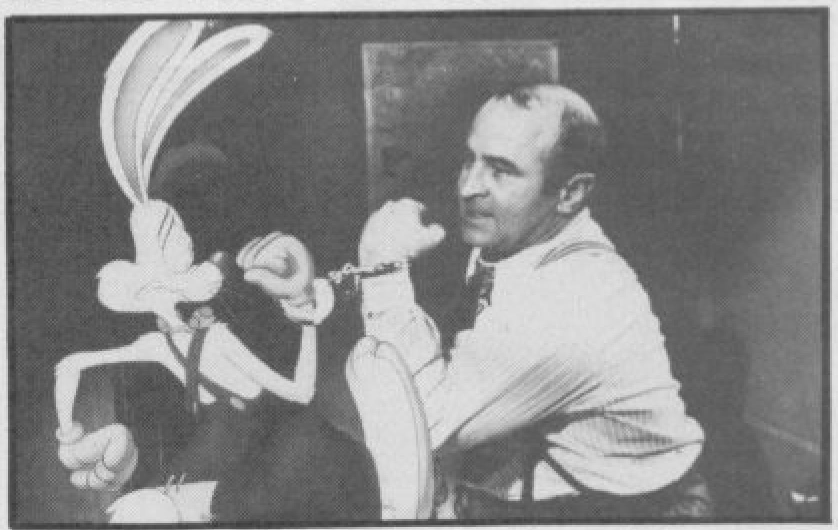
This moulded plastic helmet, trimmed in modern colours is designed to appeal to the hardened gamesplayer. Games' are controlled normally using the joystick, but when the Game Over screen appears, steel bolts are driven from the inside of the helmet into the cranium of the user....for the ultimate Game Over experience. N.B. The high density plastic moulding facilitates easy hosing down for multiple use!

Gremlin caption Compo No 31



A while back we only received a wee trickle of replies to Caption compos, but these days we can't breathe beneath the piles of entries. We think that many of our readers must be friends of Simon Ellis because you all wrote captions along the same lines of his "Hmmm, this could be serious. You've been reading Your Sinclair again, haven't you?" entry. Sorry Simon you don't win this time.

But Darren Knight of Dewsbury is West Yorkshire does with his hilarious (hem hem) "I just hope for your sake that my Stethascope's broken". Hope that's not too subtle for some of our readers. Well done Darren.



Caption Compo No 32

Now this piccie should wind old Skeatsy up a treat because she hates Roger Rabbit soooo much you just wouldn't believe. She saw the film when it first came out and despised it (Bob Hoskins was great though – Alison) then was forced to watch it again on the plane when she flew to New York (maan) for her hols.

Anyway, have a bit of a think and if you come up with a cracker of a caption send it into us before August 31st 1989. We reckon Uncle Bob Hoskins could be saying "come and meet Alison, Roger, she thinks you're great really". If you think you can do better than that we'll send you £20 worth of games. So get scribbling troops.

Name ....

Address ....

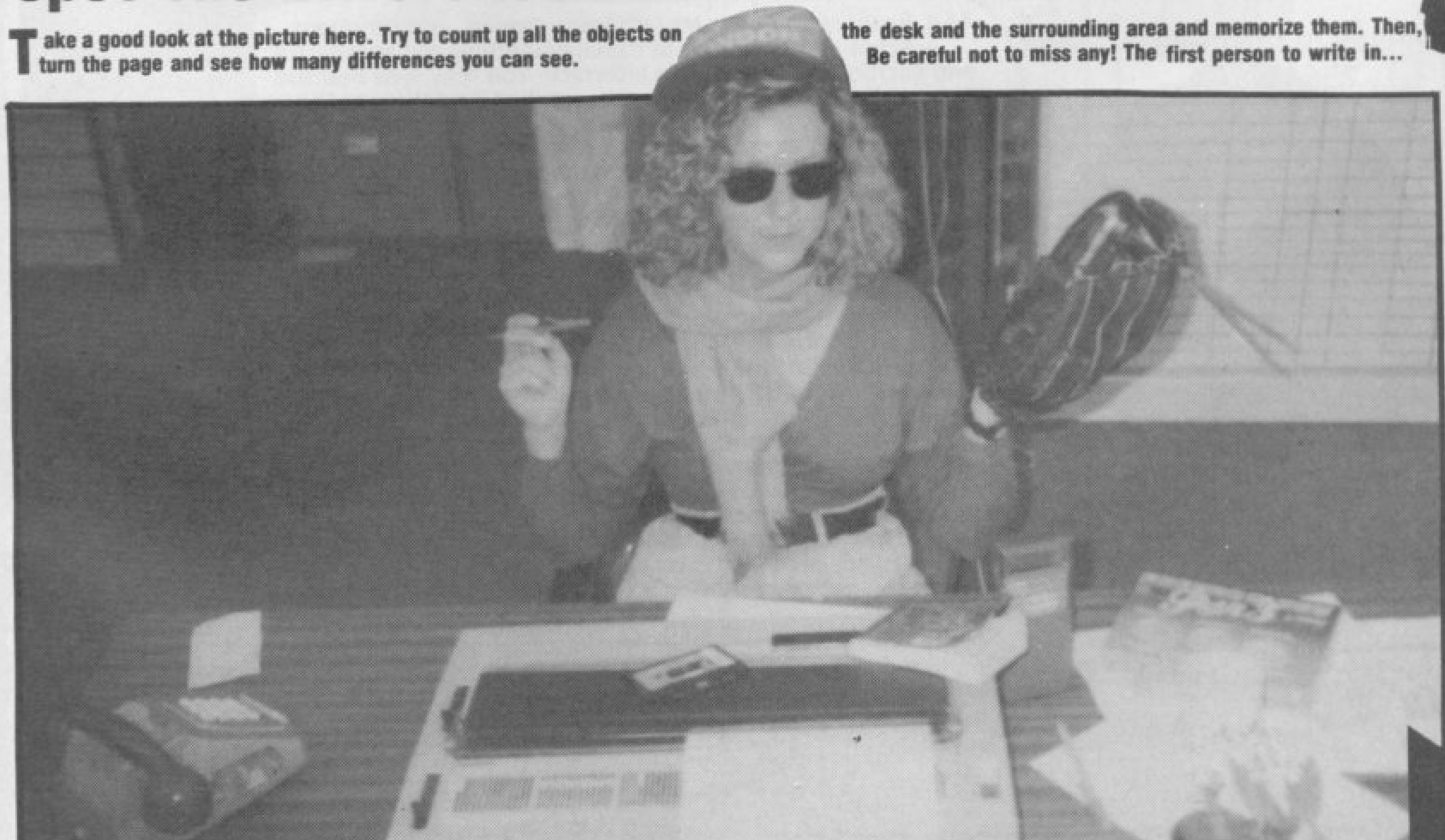
....

Caption..

....

Spot The Difference

Take a good look at the picture here. Try to count up all the objects on the desk and the surrounding area and memorize them. Then, turn the page and see how many differences you can see. Be careful not to miss any! The first person to write in...





Spot the difference

won't even get a mention, so don't bother, alright?

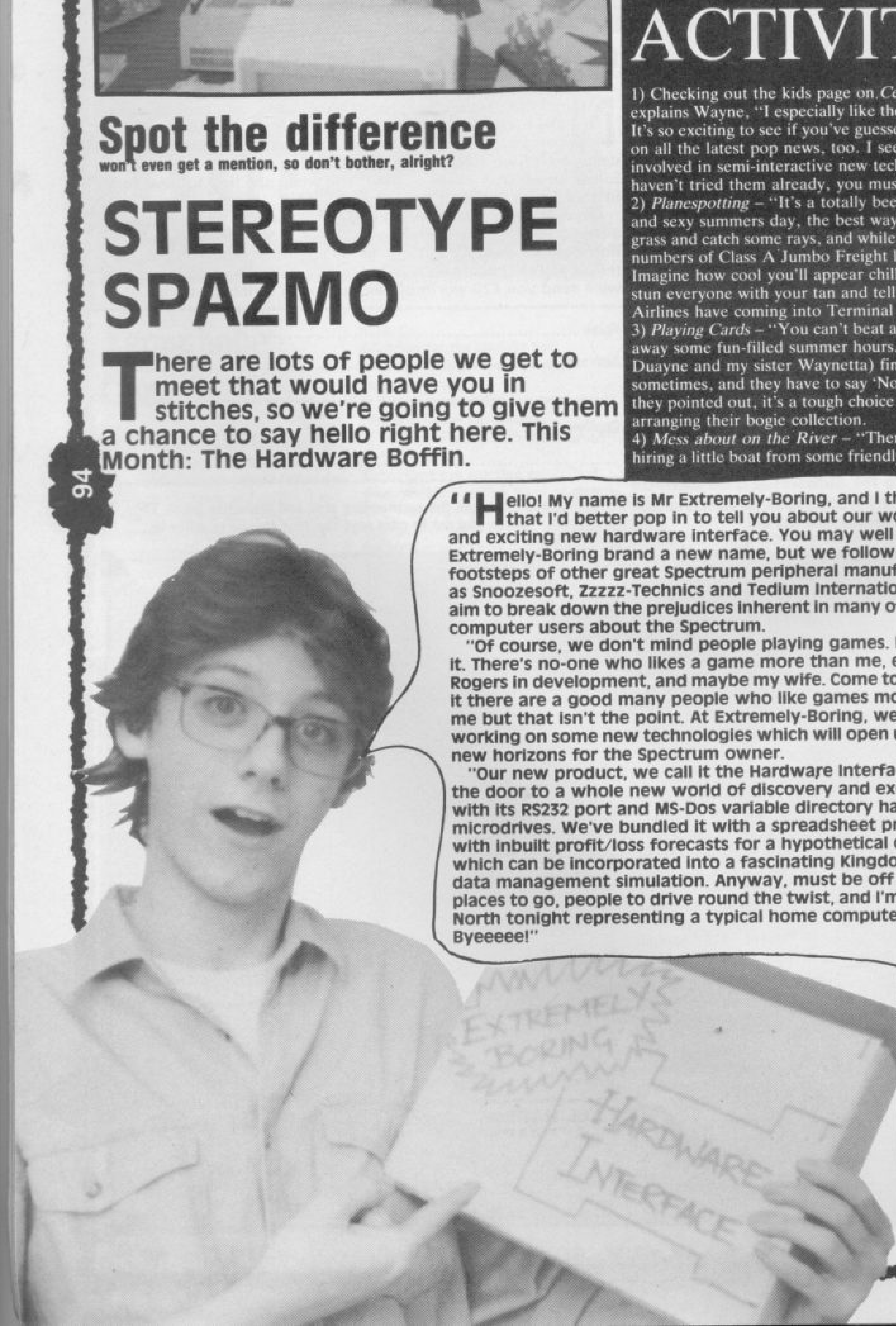
STEREOTYPE SPAZMO

There are lots of people we get to meet that would have you in stitches, so we're going to give them a chance to say hello right here. This Month: The Hardware Boffin.

"Hello! My name is Mr Extremely-Boring, and I thought that I'd better pop in to tell you about our wonderful and exciting new hardware interface. You may well find the Extremely-Boring brand a new name, but we follow in the footsteps of other great Spectrum peripheral manufacturers as Snoozesoft, Zzzzz-Technics and Tedium International. We aim to break down the prejudices inherent in many of today's computer users about the Spectrum.

"Of course, we don't mind people playing games. Far from it. There's no-one who likes a game more than me, except Rogers in development, and maybe my wife. Come to think of it there are a good many people who like games more than me but that isn't the point. At Extremely-Boring, we've been working on some new technologies which will open up whole new horizons for the Spectrum owner.

"Our new product, we call it the Hardware Interface opens the door to a whole new world of discovery and excitement with its RS232 port and MS-Dos variable directory hard data microdrives. We've bundled it with a spreadsheet program with inbuilt profit/loss forecasts for a hypothetical company which can be incorporated into a fascinating Kingdom-esque data management simulation. Anyway, must be off now, places to go, people to drive round the twist, and I'm on Look North tonight representing a typical home computer user. Byeeeee!"



WAYNE'S TOP TEN INTERESTING SUMMERTIME ACTIVITIES

1) Checking out the kids page on *Ceefax* and *Oracle* – "The're Mega!" explains Wayne, "I especially like the quiz pages with the REVEAL bit. It's so exciting to see if you've guessed the right answer. You can get up on all the latest pop news, too. I see these areas as a fun way to get involved in semi-interactive new technology response viewing. If you haven't tried them already, you must be a square!"

2) *Planespotting* – "It's a totally beezer pastime, homeboys! On a hot and sexy summers day, the best way to relax is to just lie back on the grass and catch some rays, and while you're at it, you can note down the numbers of Class A Jumbo Freight liners on their way from Heathrow. Imagine how cool you'll appear chilling out on the pavement, able to stun everyone with your tan and tell the chicks how many flights Syrian Airlines have coming into Terminal 4 each hour.

3) *Playing Cards* – "You can't beat a good hand of Top Trumps to while away some fun-filled summer hours. The guys (well, my half-brother Duayne and my sister Waynetta) find a hand of cards a bit too crazy sometimes, and they have to say 'No thanks Wayne, not today'. Still, as they pointed out, it's a tough choice between playing cards with me and arranging their bogie collection.

4) *Mess about on the River* – "There's nothing that I enjoy more than hiring a little boat from some friendly chap and have a good muck about in the river. Very few people realise the potential for newt-spotting while out in a dinghy. I have recorded, by length and colour more than four hundred varieties of the common British newt. Some even have legs! And they grow up to be frogs! Radical!"

5) *Go to the Pub* – "Going down the pub is a truly fascinating experience, and a right good laugh too. Me and the lads (Duayne and his mate Shane) have a heck of a good crack sinking some beakers of vimto and hanging out. The best laughs are to be had when you add up the scores of the lads playing darts, divide them by their lowest common multiple, determine the mean and piece together a point-accurate success curve related to their alcohol intake. Sometimes for a joke we pretend that we're all drunk, but then we're pretty crazy.

6) Shut up Wayne – You're a miserable twozzock. – Everyone.

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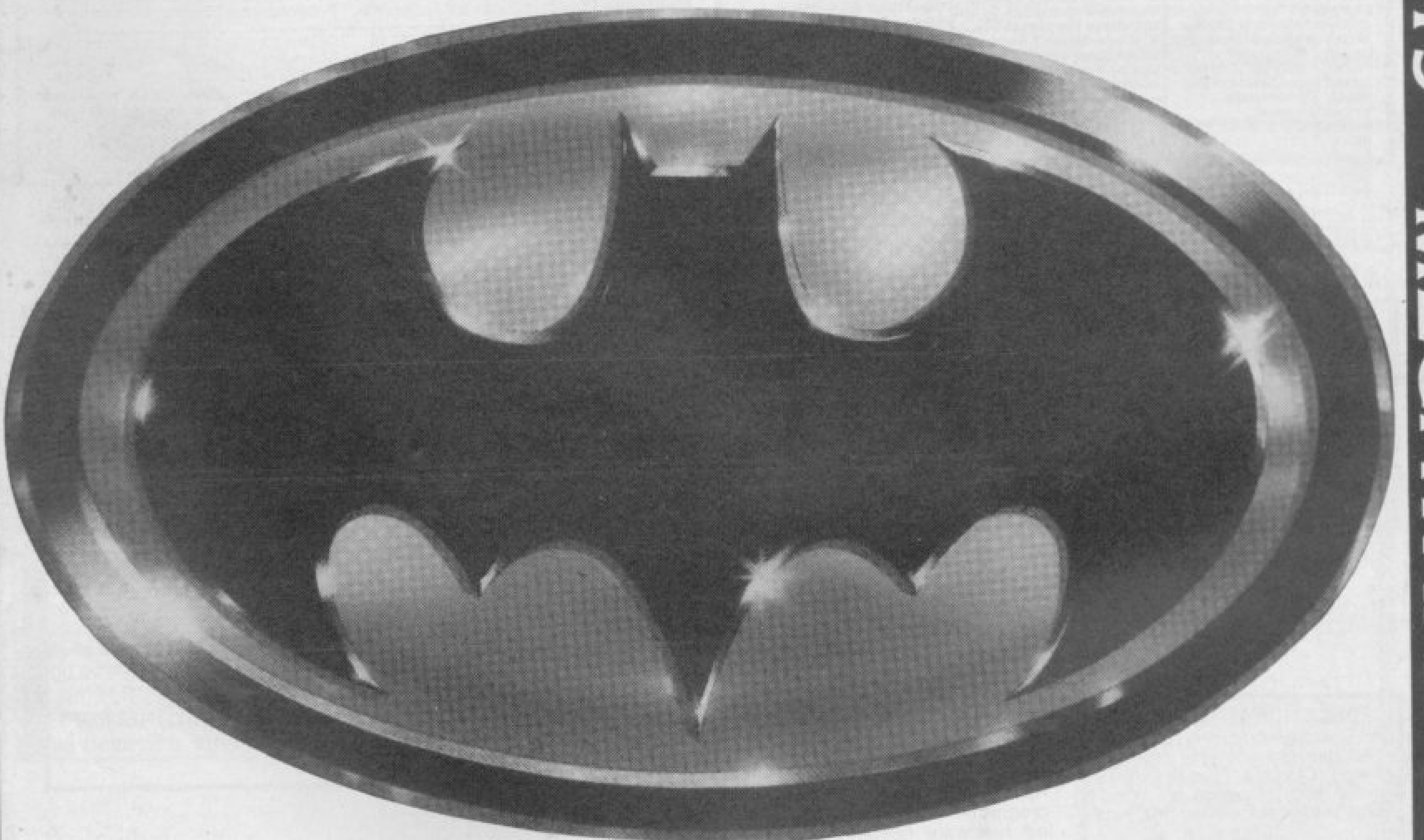
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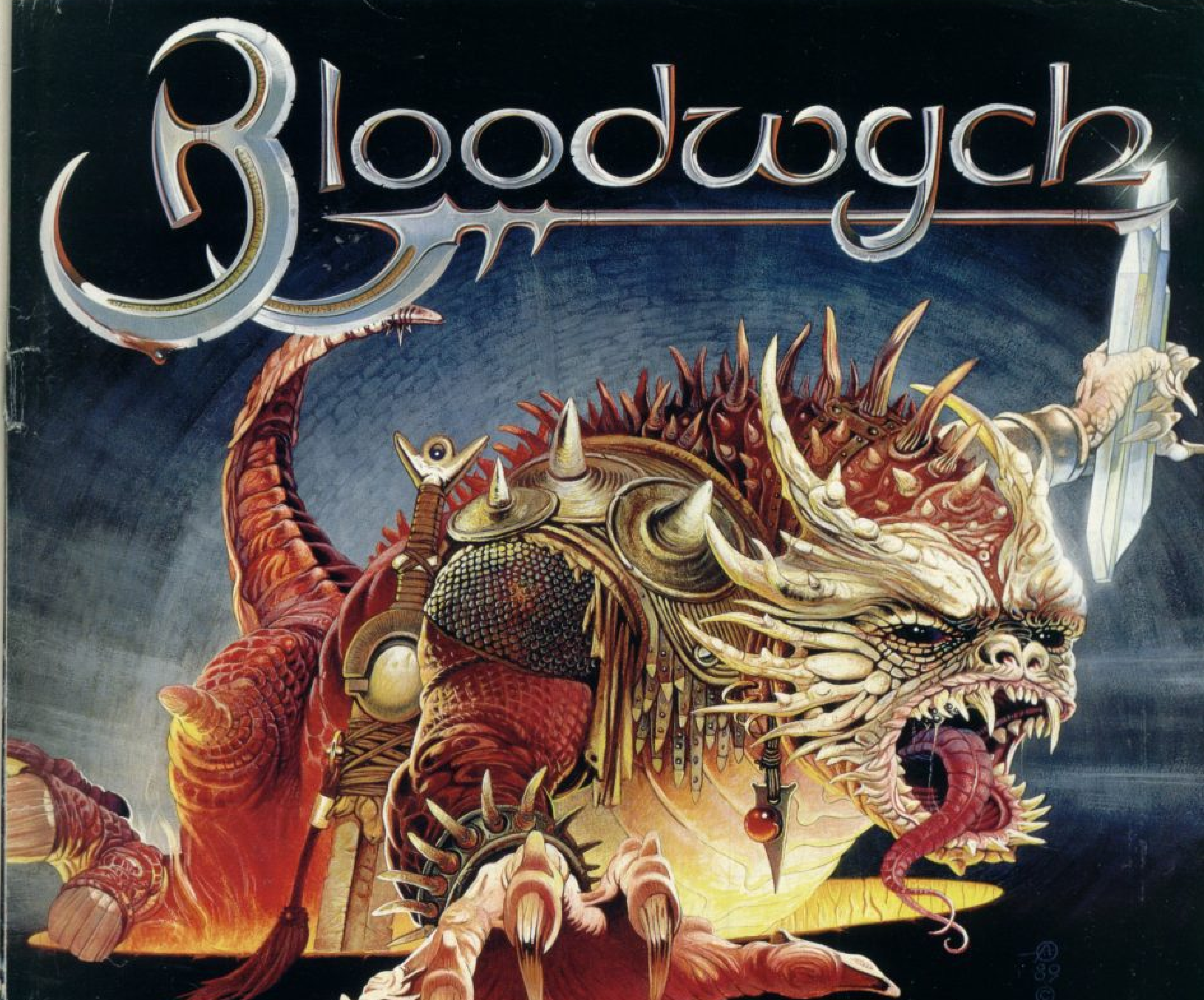


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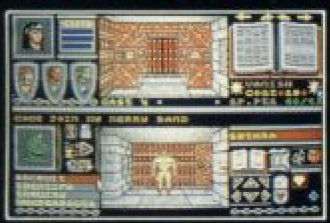
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